PRIMA'S SECRETS OF THE GAMES®

MECHWARRIOR® 2
MERCENARIES™
THE OFFICIAL STRATEGY GUIDE

THE ONLY OFFICIAL MERCENARIES STRAT GUIDE!

ACTIVISION®

JOE GRANT BELL

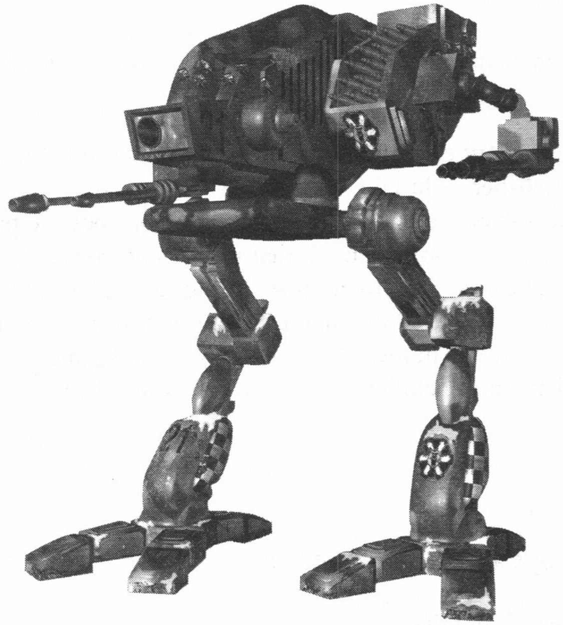
FASA CORPORATION

OFFICIAL PRODUCT BATTLETECH® UNIVERSE

MechWarrior® 2: Mercenaries™

The Official Strategy Guide

Joe Grant Bell



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FOREWORD

This game, MechWarrior® 2: Mercenaries™, goes back to the heart of BattleTech®. In it you play a mercenary commander responsible for building and leading a group of battle-hardened MechWarriors into battle and beyond. You decide what contracts you accept for the unit and have to weigh the reward (how much successful completion of the contract will earn your unit and how much you'll salvage from the battlefield) against the risk (how much it's going to cost to repair your BattleMechs after the mission is over and to maintain your unit over the long term). You have to fight to win, but you also have to fight smart since simply winning a battle at any cost is not good enough.

Just like the good old days.

Sometimes, moving forward involves looking back at where you've been. Those of you who've been with BattleTech—for all, or a good chunk, of the decade-plus years that it's been around—know what I'm talking about. For those of you who are new to BattleTech, probably from playing MechWarrior 2 and MechWarrior 2: Ghost Bear's Legacy™, a little explanation is in order.

Contracts, expenses, salvage...these concept have always been a part of the BattleTech board game, and it was a key ingredient in Activision's original killer MechWarrior game some years ago. The hugely successful MechWarrior 2 (MW2) and MechWarrior 2: Ghost Bear's Legacy (GBL), however, explored the BattleTech universe from a different direction: the Clans. In both MW2 and GBL, you were a ClanWarrior fighting for the honor and glory of either the Jade Falcons, Clan Wolf, or the Ghost Bears. You were part of a larger military structure that told you where to go, looked out for you, and repaired your 'Mech® when it got dinged up. Life was simple.

Now, as before, you have to make those decisions. What gets fixed? Which weapons do I want in this `Mech? How much ammo should I have stockpiled? Do I really want to get involved in a war against rebel forces on a frozen Draconis Combine world at the fringes of known space? These decisions are yours again.

Which is where this book comes in.

As with the Prima strategy guides for MW2 and GBL, its fallen to Joe Grant Bell to cut to the heart of the matter and let you in on what you really need to know to play this game. If you've read the previous guides, you know he's a man who knows of what he writes. All the secrets, hints, clues, and revelations found in this book were worked out by Joe the hard way: he beat on the game until it coughed them up. So, when he says something is so and it's best taken care of in a certain way, you can believe him. We do. His books are the one's we keep handy for reference on the content of those games. And when this book hits the store shelves it'll hit our shelves right next to the ones for MW2 and GBL.

And it won't be the last.

We're very pleased to let you know that the MechWarrior line will continue and promises to be nothing like you've ever seen before, blending the best of what BattleTech has always been with state-of-the-art technology and computer game design. BattleTech on computer is also heading into new exciting directions with a real-time, high-action, third-person battlefield game in which you can command up to a company of BattleMechs® against the Clans in campaign play or against your buddies in multiplayer mode across vibrant, dynamic, populated rolling terrain. You'll also be able to plan strategies, issue instant and standing orders, define doctrine for your force. That game, called MechCommander™, is on schedule for early next year.

Play MechWarrior 2: Mercenaries and enjoy the hell out of it like we did. We'll see you right back here next time through. `till then...

JordanWeisman
Chicago, October 1996

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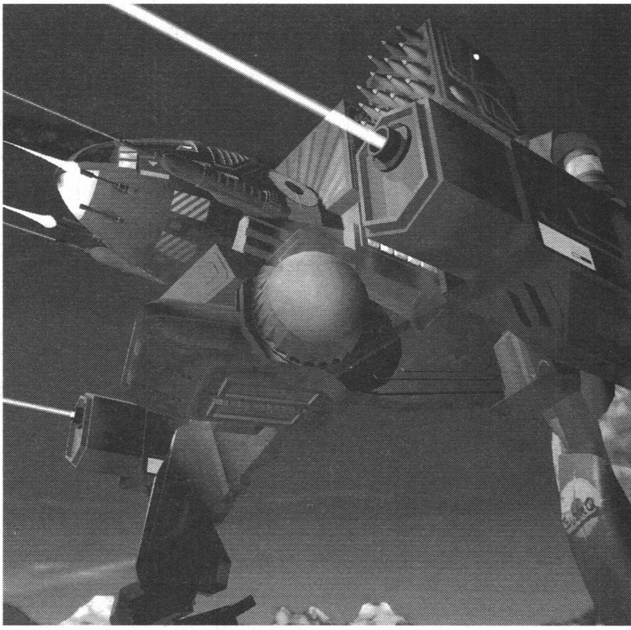
Introduction



Congratulations on your purchase of the Tri-M Mercenary Academy's advanced guidebook, often referred to as the Mercenary's Companion. This volume is a mercenary's complete reference, covering such diverse topics as contract negotiation and combat—and everything in between!

Some MechWarriors undoubtedly will scoff at this guidebook, dismissing it as a tool of the weak; after all, real MechWarriors don't just read about combat—they jump right in and get their hands bloody. Right? Wrong. Forget that nonsense. While there's no better teacher than experience, a mercenary doesn't have the luxury of learning from his mistakes. Mistakes are fatal in the mercenary's trade, and a single slip-up can mean the difference between an easy retirement on your own private vacation world, or an early retirement in a Freez-Dri® organ pak.

This book is divided into three parts for easy reading. Part I deals with the basics—securing contracts, getting your mercenary unit in shape, and controlling your 'Mech in the field. Part II gets a little more complicated, showing you the advanced ins and outs of mercenary life. It also includes a complete roster of Inner Sphere 'Mechs for handy reference. Part III is the book's crowning jewel. You get a detailed look at the most difficult campaigns and missions you'll encounter in your budding career—detailed synopses of each mission, a list of 'Mechs you'll have to contend with, and intelligence maps for the trickiest missions of all. Hey, don't say we never gave you anything!

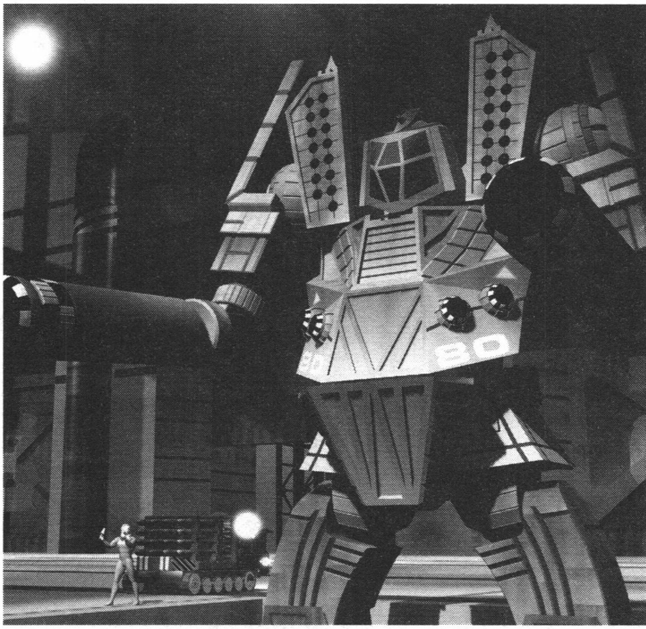
In each section of this book you'll find invaluable commentary from Alton "Crash" Davis, a seasoned veteran of Wolf's Dragoons. He's survived and prospered over the course of 12 seasons of hard campaigning, and aside from a few third-degree burns and a fractured toe (the result of a freak ejection accident) he's walked away with hardly a scratch. Listen carefully to what he has to say, and you'll get a feel for what a mercenary's life is really about.

Enough talk; let's get to the real stuff. Read this book, get a contract, and go kick some tail. And tell 'em Howard sent you.

Howard Hughes O'Grady
President, CEO and Founder
Tri-M Mercenary Academy

Chapter 1

The Business of War



As you must already know, the life of a mercenary isn't anything like the life of a soldier. All a soldier has to do is follow orders and fight whenever he's told. If he's good at what he does, he just might stay alive. And staying alive is his only real concern.

But a mercenary's job is a little more complicated. There's any number of mercenaries in the Inner Sphere, and a lot of them can fight better than any soldier in the business. But at the end of the day, when they count their money, they haven't made as many C-Bills as the average merc, or for that matter, the average soldier. The simple fact of the matter is that business skills are important for a mercenary, so learn 'em quick—or find a new profession. We know, we know—you'd rather skip this boring stuff and start shooting at the bad guys. Just bear with us for a while, and we promise we'll get to that soon enough.

Business Basics

Here's the lowdown on the business transactions you can conduct from Starport. Read carefully and you'll learn not only what sort of transactions you can engage in, but also which ones you should engage in.

Finding the Office

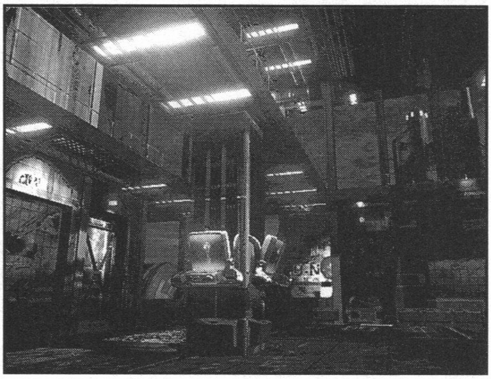


Fig. 1-1. *The Starport is the main area of your mercenary base. Your Office is to the left.*

When you start a new career, you'll find yourself in the Starport (Fig. 1-1). There's a terminal in here for signing your name, a port providing access to your DropShip, and a door leading to the Office. You can't take the DropShip yet, 'cause there's nowhere to go. So click on the Office door.

You should be in the Office now. Have you gotten that far? Good, there might be hope for you, yet. As you can see from Fig. 1-2, the Office is a pretty simple room, and there are only three things to use here—the door leading back to the Starport, a door leading to the 'Mech Bay, and the computer where you'll conduct your business. Ignore the 'Mech Bay for now; we'll spend some time there in the next chapter. Just sit down at the computer, and let's look at your business options.

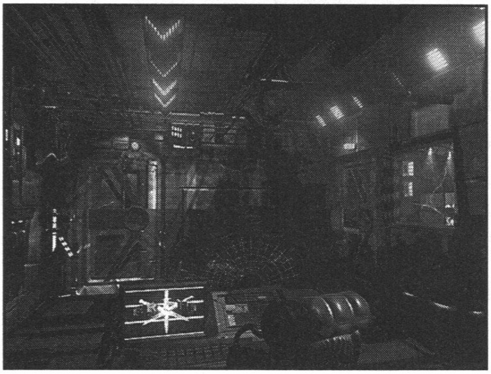


Fig. 1-2. *The Office is spartan, but it serves its purpose.*

Overview of Computer Functions

The main computer screen has four big buttons: Contracts, Personnel, Inventory, and Finances (see Fig. 1-3). The upper right corner contains a box displaying how much money you have (probably not much at the moment).

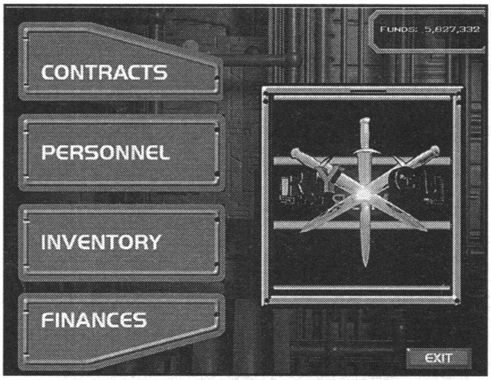
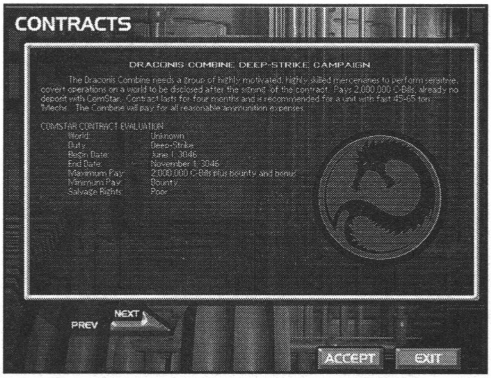


Fig. 1-3. This is the main computer screen.



DRACONIS COMBINE DEEP-STRIKE CAMPAIGN

The Draconis Combine needs a group of highly motivated, highly skilled mercenaries to perform sensitive, covert operations on a world to be disclosed after the signing of the contract. Pays 2,000,000 C-Bills, already no deposit with ComStar. Contract lasts for four months and is recommended for a unit with fast 45-65 ton 'Mechs. The Combine will pay for all reasonable ammunition expenses.

COMSTAR CONTRACT EVALUATION

World:	Unknown
Duty:	Deep-Strike
Begin Date:	June 1, 3046
End Date:	November 1, 3046
Maximum Pay:	2,000,000 C-Bills plus bounty and bonus
Minimum Pay:	Bounty
Salvage Rights:	Poor

Fig. 1-4. Here's what a contract evaluation looks like.

Let's look at each of the computer's options in turn, and see what you can do there.

Negotiating Contracts

Click on Contracts to see a roster of currently available contracts. Figure 1-4 shows a typical contract sheet; they're all a little different, but contract sheets all provide the same basic data—time, place, the type of job being offered, and so on. At any given time you'll have up to three contracts to choose from. Click on the arrows beneath the contract sheets to cycle through and view them all.

If you don't like the current contract selection, you can sometimes get a new one to appear by logging out, wandering around the Starport or 'Mech Bay for a while, and coming back. However, some contracts won't go away. These are typically campaign contracts; we'll cover these later in more depth. Campaigns take place during a specified time period, and won't disappear from the computer until after their contract starting. In game terms, this means you must take other contracts; eventually campaign contracts disappear and new ones replace them at varying intervals.

Each mission has a certain cash amount associated with it. This amount is not a true gauge of a contract's worth. Consider the other important characteristics—mission difficulty and duration.

Difficulty is hard to judge; there's no real "difficulty" rating for each mission. The contract evaluation text at the top of the screen can give you a good sense for how much 'Mech power and intensive combat will be involved, however. This is easy to gauge for short missions, but campaigns are somewhat more difficult to evaluate: They consist of several individual missions, and some may be combat-intensive and others may not be. Fortunately for you, MechWarrior, the last chapter of this book gives you the hard details of all campaign missions, so you can evaluate them carefully before running off and getting yourself killed. This is much better than choosing contracts the old-fashioned way—running off and getting yourself killed without first considering your options.

That's a joke, son. Laugh.

Duration is the other major factor. Many missions last just one month and pay around 500,000 C-Bills. More typical campaigns last three or four months, and pay 1,500,000 C-Bills. That usually comes to about 500,000 C-Bills per mission, so it's no worse, pay-wise, than the one-month mission. There are other, less tangible factors to consider, as well: Participating in a given campaign can sometimes yield hidden benefits, but there can also be hidden dangers. More on that in a moment.

When evaluating contracts, look at all three and calculate the monthly pay for each. In general it's best to take the contract with the highest monthly pay. Salvage and confirmed kills can give you extra C-Bills, but you can't count on those.

TIP

Want to know a little secret? Most mercenaries think "salvage" is based on what they do during a mission. If they blow up a 'Mech with a bunch of medium lasers, they expect to get a bunch of medium lasers in salvage. If they shoot down a 'Mech with jump jets, they figure there's going to be a big pile of jump jets waiting for them when they get back. Well, forget it! Your actions don't necessarily affect the kind of stuff you find in the salvage pile. You might go through an entire mission without seeing a single jump-capable 'Mech, but get a big pile of jump jets in salvage.

Don't ask how it works—your employer probably sends out his garbage 'Mechs to collect salvage material after you complete your mission. But instead of taking that stuff and sending it directly to you, he puts it in a big, general salvage heap for the techs to sort through. By the time it finally gets back to you, it's been mixed in with a bunch of other lances' salvaged goods, and what you end up getting is purely random.

Well, that's just my theory. I never could prove it—but then again, nobody I know ever came up with a better one.

Completing or Abandoning Contracts

When you fail to complete a mission, you don't get paid. It's as simple as that.

When you're on a campaign and you drop out halfway through, you *really* don't get paid. You see, most contracts are set up so the main payoff comes after the last mission. If you spend two months working on a contract, completing two missions, and then drop out before starting the third, you've just wasted two months. If you're going to take a contract, you're always better off completing it.

The Three Types of Contract

As you browse through the contract list, you'll find there are three general types. No, not attack, defense, and scouting missions. I'm referring to random, campaign, and single missions. What exactly is the difference between these mission types, and how can you tell them apart? It isn't as hard as you might think; let's take a look.

Random Missions

Random missions are missions the game designers didn't really plan out. The computer just takes a basic mission type (say, "Destroy the Target at NAV Alpha"), adds a few enemies (say, an Atlas, a Jenner and a Commando) and lets you fight it out.

How can you tell which missions are random? When browsing through contracts, you'll notice that some contracts have definite starting and ending dates, while others say "Duration: One month." That one-month duration is the hallmark of the random mission. In fact, we'd go so far as to say that any time you see a mission with the line "Duration: One month" you can be assured that you're looking at a random mission. Also, when you accept the mission and you're looking at the Mission Computer in your DropShip, you can't get any additional information by clicking on the viewscreen; you'll just get a "Data Not Available" message.

Great, you say, but what does all this mean? Well, if you're looking at a random mission, then you know the mission will probably be simple. Not simple in terms of combat, but simple in the sense that it won't be too terribly complicated, and you'll know just what to expect.

Simple missions are good from a financial standpoint, but can be bad from an entertainment standpoint. They're good because you'll never have to worry about what to do; you usually just travel from one NAV point to another and blow up enemies. The terrain is generally pretty easy, and because the mission only lasts a month, you're assured of full pay if you can complete it. Furthermore, random missions tend to feature a fairly constant level of opposition: You generally won't be swamped with dozens of enemy 'Mechs.

The only downside of random missions is that you can get bored with them after a while. They're simple, they're profitable, and they're fast—but they aren't complex, and they don't require much thought.

TIP

I always liked simple missions. Get in, get out, get paid. That's what being a mercenary is all about. Some MechWarriors actually try to get involved in complex missions. They say it's boring doing the same old stuff all the time—defend this, blow up that, shoot those guys.

But I like that stuff. Why make your job harder than it has to be?

Campaign Missions

Campaign missions are just what they sound like—campaigns consisting of three or four missions stuck together. Campaigns are pre-scripted. This means you'll get full mission data at the start of the mission. It also means they tend to be richer in detail and premise than random missions: There's more interesting scenery, more complex tasks for you to perform, and you'll occasionally get radio messages giving you extra orders or mission updates.

They also offer a few nice extras, like news reports that document your actions after the completed mission, and excerpts from your MechWarrior's campaign journal. These give campaign missions a lot of character, an element many random missions definitely lack.

There's also a greater level of danger in campaign missions. If you don't have enough 'Mech power or spare parts, you can easily find yourself undermanned or undergunned, and forced to drop out before the "payoff" mission. That can be quite painful, so you'd best prepare well before you go on a campaign mission. (Chapter 2 provides some valuable preparation tips.)

Single Missions

Single missions lie somewhere between campaign and random missions. Like random missions, single missions usually last for only one month. But like campaign missions, they're pre-scripted, so you'll never know what to expect.

Single missions are a lot of fun. They have all the flavor of a campaign, but retain the "short and sweet" aspect of a random mission. However, take care: Like campaign missions, single missions can be difficult and complex, so you can't always expect to figure them out on your first try.

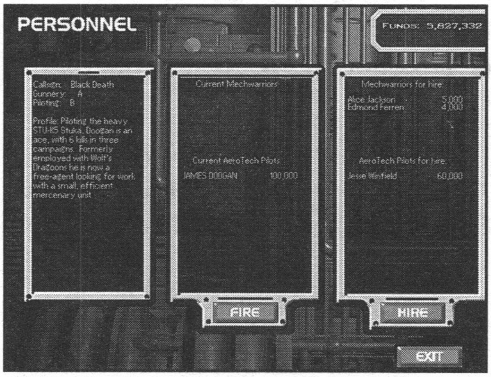
Contract Precautions

Even the best-prepared mercenary can sometimes get in over his head. That's why we strongly recommend you always save the game before accepting a contract. If your contract happens to be for a campaign, do not save over this original saved game when you complete one of the campaign's missions. Leave that pre-contract saved game right where it is. It serves as an insurance policy in case you complete part of the campaign and then realize you can't finish it. If you find yourself in this situation, you can then load up the saved game and return to the point just before you chose the difficult campaign. Now you can choose an easier or shorter contract instead. Is this cheating? Nah. We prefer to call it common sense.

Hiring Personnel

The second option in the computer screen (see Fig. 1-5) is Personnel. Not surprisingly, you can click on it to jump to the Personnel screen, where you can hire, fire, and generally appraise the other members of your unit.

You'll find only two types of personnel in this screen—MechWarriors and aerospace pilots. Furthermore, there are really only three things you can do here—look at personnel evaluations, hire people, and fire them.



FUNDS: 5,827,332

Callsign: Black Death
Gunnery: A
Piloting: B

Profile: Piloting the heavy STU-K5 Stuka, Doogan is an ace, with 6 kills in three campaigns. Formerly employed with Wolf's Dragoons he is now a free-agent looking for work with a small, efficient mercenary unit

Current Mechwarriors

Current AeroTech Pilots

JAMES DOOGAN 100,000

Mechwarriors for hire

Alice Jackson 5,000
Edmond Ferren 4,000

AeroTech Pilots for hire

Jesse Winfield 60,000

Fig. 1-5. Choose your personnel wisely. Bad employees can cost you a lot of money.

Hiring and firing is an instantaneous action. Just select a name and move it from the Hired column to the Fired one, or vice versa. You can change your mind as often as you want. Your personnel roster isn't "permanent" until you actually board a DropShip and fly off on a mission. And you can always change it again when you're back in Starport.

When, exactly, do you pay your personnel? Not when you're in Starport. You only pay them at the end of each month, which means you only pay them at the end of each mission. This is important, because some MechWarriors are under the mistaken impression that they only have to pay their subordinates at the end of each campaign. Not true.

We at Tri-M like to emphasize this distinction, because it's a very important one! If you go on a campaign that has four missions, you'll end up paying your subordinates four times over the course of the campaign. So if you happen to have an aerospace fighter with a salary of 100,000 C-Bills, you'll have to pay out 400,000 C-Bills' worth of salary for that campaign. Whoa! That really cuts into your profit margin, doesn't it?

TIP

Whenever I knew I was headed for a really tough mission, I hired an aerospace fighter or two. I never liked those fly-boys much, but it's nice to be able to call in an air strike from a kilometer away and soften up the opposition before you're even in firing range. 'Course, after paying their inflated salaries for a while, I usually ended up firing 'em, or sending 'em in for strikes once too often and getting 'em killed. I was never partial to sharing.

MechWarriors were a different story. Whenever I found a good pilot I'd keep him on the payroll forever, because when you're letting someone drive your 4 million C-Bill hunk of metal, you don't begrudge him an extra 2,000 in change.

Who's Available

When looking for personnel, the first order of business is to see who's available. Sometimes you'll find there's only one person for hire, so your decision is easy—hire or don't. Other times there'll be two or more candidates, and yet other times there'll be nobody at all. Check back after every mission if you're serious about getting the best pilots for your lance.

MechWarriors vs. Aerospace Pilots

You'll notice right away that the salary range for MechWarriors is much lower than that for aerospace fighter pilots. Typically, you might pay between 1,000 and 6,000 C-Bills per month for a MechWarrior, and 100,000 or so C-Bills per month for an aerospace pilot. The simple reason behind this salary discrepancy is that MechWarriors don't come with their own 'Mechs, but aerospace pilots do come with their own planes. You don't have to worry about maintaining or repairing those planes, either; the pilot's salary is all-inclusive.

Think carefully before hiring aerospace pilots. Their salary takes a big chunk out of your earnings. However, MechWarriors are in most ways even riskier than aerospace pilots, because instead of merely taking 100,000 of your C-Bills every month, MechWarriors pilot your multimillion-C-Bill 'Mechs. If they manage to escape from most missions unharmed, then they might be more cost-effective than an aerospace pilot. But if they get even one of your 'Mechs destroyed, you'll know the real meaning of despair.

Pilot Abilities

If you decide to hire extra MechWarriors or aerospace pilots, always try to get the very best you can find. After all, if you're paying hundreds of thousands of C-Bills for a pilot, why not pay a little extra and get a pilot who can actually help you out? This is even more true of MechWarriors. Who do you want piloting your brand-new Orion—a helpless beginner or an A-level MechWarrior?

Don't be afraid to fire MechWarriors whenever a better one comes along. It's sad but true that 'Mechs are much more valuable than humans in *MechWarrior 2: Mercenaries,* and a successful mercenary won't care a bit about firing substandard personnel. The very best MechWarriors can be surprisingly effective when put in the right sort of 'Mech, while the worst ones are merely punching bags. Only trial and error will tell you which category a new employee fits into. When you find someone who can really get the job done, hold on to him or her.

The Value of Personnel

Before you hire a squad of subordinates, ask yourself something: Do you really need them? Believe it or not, in most cases the answer is no.

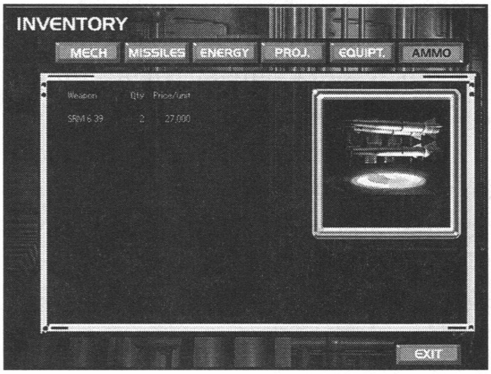
Let's use an analogy: Say you start a small manufacturing business. Your business entails lots of expenses, but probably the costliest is its employees. What if you could handle every aspect of your business—sales, PR, and manufacture—all by yourself? You wouldn't have to pay out any salaries, and you'd have a much more profitable business. In most cases this isn't feasible: If you got sick the business would grind to a halt. But in the mercenary business, your only job is to fight. And a skilled mercenary can handle most missions alone; he doesn't have to share his reward with anyone.

If you choose to go solo, you can save C-Bills in two valuable areas—salaries and 'Mech repairs. Salaries are a self-explanatory expense. And the more 'Mechs you have in the field, the more 'Mechs you'll have to repair when the mission is over. Furthermore, more 'Mechs means you'll need to stock more spare weapons and parts, in case your weapons or equipment get fried in the field. Trying to keep parts in stock for a full lance of 'Mechs can become a logistical nightmare, not to mention a tremendous drain of C-Bills.

Don't get us wrong; good subordinates can make your job a heck of a lot easier. But they can also cut into your profit margin. We suggest you wait until your missions start getting really tough before you bring in outside help.

Managing Your Inventory

Click on the main computer screen's Inventory button and you'll reach a screen that looks like the one in Fig. 1-6. You'll occasionally need to check this screen, just to get an idea of what supplies you have in stock and what you need to purchase. There are six categories: 'Mech, Missiles, Energy, Projectiles, Equipment, and Ammo.



Weapon	Qty	Price/unit
SRM 6 39	2	27,000

Fig. 1-6. This screen lets you keep track of your 'Mechs and 'Mech-related supplies.

'Mechs

You won't need to refer to this screen very often. After all, you'll have only a few different 'Mechs at any one time, and after buying and customizing them, you should be intimately familiar with them all. (If not, you need to pay more attention!)

Missiles

This category lists any missile weapons you've accumulated—SRM launchers, LRM launchers, and so forth. Beginning MechWarriors might want to avoid using missile weapons on their 'Mechs; they're harder to aim than energy weapons and they require you to keep track of ammunition.

TIP

Maybe it's just me, but I could never get the hang of shooting missiles. I'd usually hit my target with the first couple, but the rest of the stream would generally miss, and I'd start wishing I had a good old-fashioned laser battery instead.

Buying all those spare missiles didn't help much, either, and the unused missiles in your 'Mech blow up real nicely when the enemy manages to puncture your armor. No, thank you. I'd take a good laser over a missile battery any day.

Energy

This category lists all the spare energy weapons you've got in stock, such as lasers of all sizes and PPCs. Energy weapons are typically cheap and plentiful, especially the ubiquitous medium laser. Use them often.

Projectiles

This category displays any projectile weapons you've accumulated, including machine guns and autocannons. Autocannons typically are quite powerful, especially the dreaded AC/20, but they can be bulky and problematic in combat, taking up valuable space that other weapons could have used.

Equipment

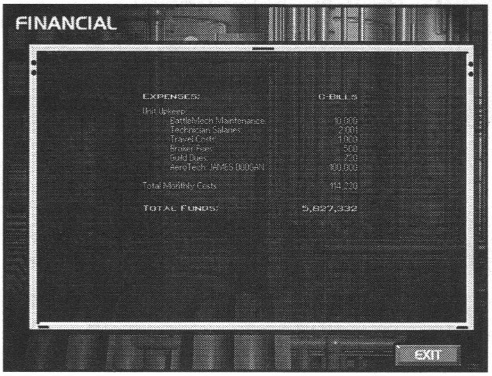
In the Equipment section you'll find items that don't fit into a "weapons" category, such as spare heat sinks and extra jump jets. Jump jets are a good addition to any 'Mech with a little spare room, because they add both combat maneuverability and traveling speed. Heat sinks can be invaluable on a medium or large 'Mech, but many small 'Mechs do without them altogether in favor of extra weapons.

Ammo

Under the Ammo heading you'll find any ammunition your lance has stockpiled. This is perhaps the Inventory screen's most useful category, and the one you should check most frequently. Mercenaries tend to use a lot of ammunition, and it's very easy to forget how much you've got in stock. This is a simple mistake, but it can be a lethal one when you find yourself halfway through a campaign without any ammo and no way to buy more.

Evaluating Finances

When you click on the Finances option in the main computer menu, you'll see a list of expenses that looks quite a bit like Fig. 1-7. Here's a breakdown of those expenses, including details on which you can control.



EXPENSES:	C-BILLS
Unit Upkeep:	
BattleMech Maintenance	10,000
Technician Salaries	2,001
Travel Costs	1,000
Broker Fees	500
Guild Dues	720
AeroTech: JAMES DOOGAN	100,000
Total Monthly Costs	114,220
TOTAL FUNDS:	5,827,332

Fig. 1-7. The Finances screen is not as important as you might think.

BattleMech Maintenance: The more 'Mechs you have, the more this figure increases.

Technician Salaries: Sorry, this one's beyond your control.

Travel Costs: Don't even blink at these. Travel costs are essential to your business.

Broker Fees: This is usually a trifling amount, and you have no control over it.

Guild Dues: Ditto. Think of it as sales tax.

MechWarrior Salaries: You can hire and fire people to adjust this figure, but if you look at MechWarrior salaries alongside the value of the 'Mechs they pilot, you'll see how minor this figure really is.

AeroTech: If you happen to have any aerospace fighters, their salaries will likely be the costliest figures on the Finances screen.

Your biggest expenses as a mercenary typically will be one-time purchases, and won't appear on this screen. These expenses include 'Mech purchase and customization, weapons purchase, and equipment purchase.

Don't worry about these details when you're going over your finances. Only expenses of six figures or more will really make a dent in your operation.

TIP

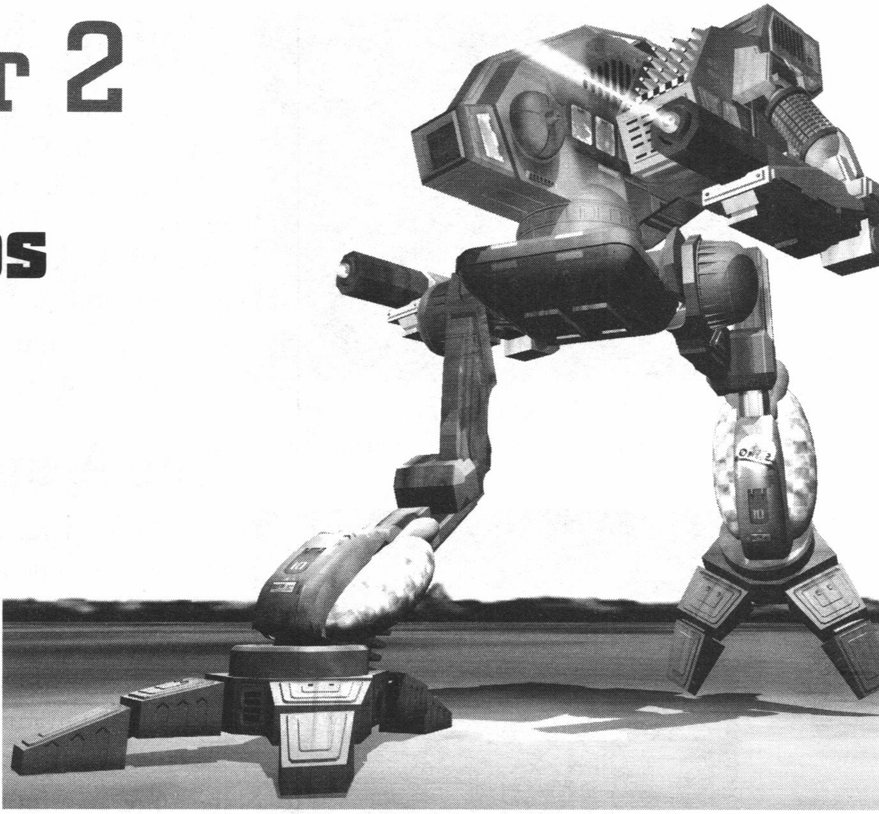
I made a lot of money over the course of my career, and after a while I learned to pretty much ignore the Finances screen on my mission computer. Buying a new 'Mech, now that was expensive. But paying out Guild Dues? You can't worry about those little expenses, because there's just no way to avoid them.

On to Chapter Two

Now that you've looked at contracts, salaries, and all that boring stuff, it's time to explore the world of 'Mech Ops. The next chapter deals with purchasing 'Mechs, customizing them, and how best to equip them. This is required reading for anyone who expects to get past the first few missions.

Chapter 2

'Mech Ops



Your choice of 'Mechs dictates much of your ability to win on the battlefield. In fact, we at Tri-M suggest that unless you use the tried-and-true 'Mech optimization strategies we illustrate in the following pages, you're unlikely to succeed as a mercenary, even at the "Easy" difficulty level.

Don't believe us? Try to initiate a successful career by purchasing a 'Mech and piloting it "as is." Your first few missions may go smoothly enough, but as you progress inexorably toward the battle of Luthien, you'll find that things get a whole lot harder.

This chapter offers you a basic understanding of how to customize your 'Mechs, and what your goal should be throughout the process.

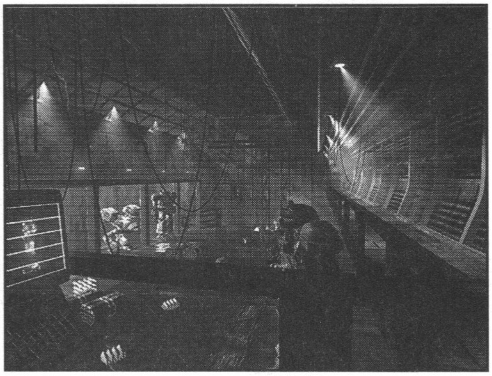
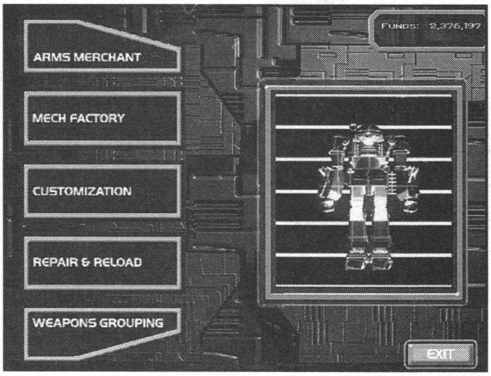
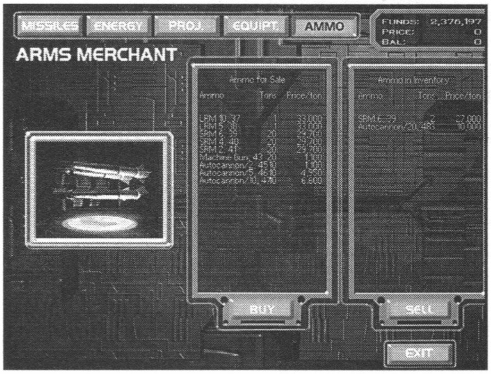


Fig. 2-1. The 'Mech Bay is pretty to look at, but there's not much for you to do here.



FUNDS: 2,376,197

Fig. 2-2. The 'Mech Ops screen is where you conduct all your 'Mech-related business.



FUNDS: 2,376,197
PRICE: 0
BAL: 0

Ammo for Sale

Ammo	Tons	Price/ton
LRM 10, 37	1	33,000
LRM 5, 38	1	33,000
SRM 6, 39	20	29,700
SRM 4, 40	20	29,700
SRM 2, 41	20	29,700
Machine Gun, 43	20	1,100
Autocannon/2, 45	10	1,100
Autocannon/5, 46	10	4,950
Autocannon/10, 47	10	6,600

Ammo in Inventory

Ammo	Tons	Price/ton
SRM 6, 39	2	27,000
Autocannon/20, 48	3	10,000

Fig. 2-3. This is the Arms Merchant, where you can buy supplies for your 'Mechs.

Using 'Mech Ops

From inside the Office, walk through the door on the right. This door leads to the 'Mech Bay (Fig. 2-1). The only useful thing you can do here is enter 'Mech Ops. Do so, and you'll find yourself looking at a computer screen much like that in Fig. 2-2.

Here's a quick tour of 'Mech Ops, with a few tips on how each area works.

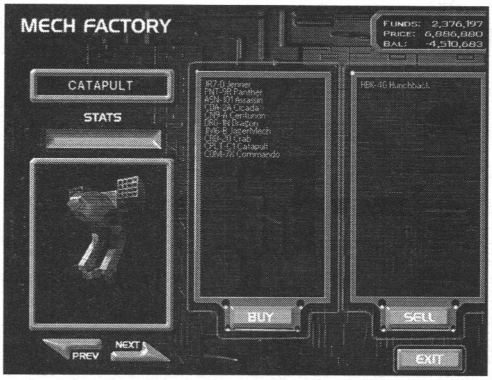
The Arms Merchant

The Arms Merchant screen (Fig. 2-3) is where you must buy all new weapons for your 'Mech. Weapons are typically available in very limited quantities. In fact, you might not see the weapon you want at a given time. In that case, wait a month or two and try again.

Because of these supply shortages, never become too infatuated with any particular weapons system. If you do prefer a particular system, buy it in mass quantities, and return frequently to buy even more. After all, it's better to have extra weapons in stock than to get caught empty-handed in the middle of a campaign.

Certain weapons systems, such as the AC/20, may seem inordinately expensive. However, for the most part you shouldn't worry about cost when you purchase weapons. Just grit your teeth and buy as many as you can—at least until you have enough weapons to equip your 'Mech and provide a reasonable number of backups in case they get destroyed.

The 'Mech Factory



MECH FACTORY

FUNDS: 2,376,197
PRICE: 6,886,880
BAL: -4,510,683

CATAPULT

JR7-D Jenner
PNT-9R Panther
ASN-101 Assassin
CDA-2A Cicada
CN9-A Centurion
DRG-1N Dragon
JM6-E JagerMech
CRB-20 Crab
CPLT-C1 Catapult
COM-7X Commando

HBK-4G Hunchback

Fig. 2-4. The 'Mech Factory is more of a 'Mech Sale. You can't always get what you want…

The second option in the 'Mech Ops computer is the 'Mech Factory (Fig. 2-4). The name "'Mech Factory" can be somewhat deceptive; it implies you can build 'Mechs to your own specifications here. However, this is where you purchase prefabricated 'Mechs. Selection is always somewhat limited, and you can't control what equipment and weapons are preinstalled on the 'Mechs you purchase. You can, of course, add or remove equipment in the Customization chamber.

Click on the bar above each 'Mech's picture to access a list of its stats. Inspect these carefully before making a purchase. Better yet, look through Chapter 5, "The 'Mech Roster," for details on each type of 'Mech. This gives you a much more organized and comprehensive look at each 'Mech than simply paging through the Factory's list of available 'Mechs.

Believe us, a 'Mech is a major purchase. We strongly recommend you save the game before buying a new one; don't write over that saved position until you've tried several missions with your new 'Mech and proven its value. You don't want to get stuck with a 'Mech you hate for months or even years of your mercenary career!

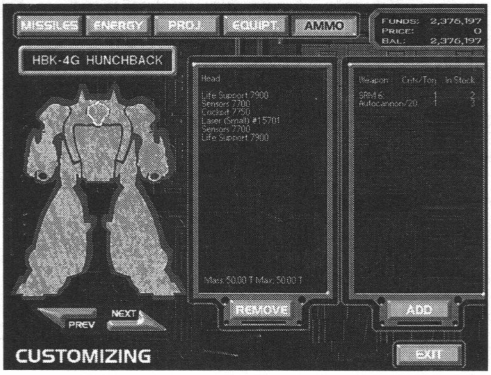
TIP

I bought a Hunchback once, 'cause at the time it seemed like the best darn 'Mech in the world. It had an AC/20, which was rare and incredibly powerful, especially in such a compact 'Mech. But after a few months my feelings for that thing changed. The AC/20 could only hold 10 shots at a time—the 'Mech really wasn't large enough to hold any more—and once that ammunition was gone, I was more or less helpless. Also, the huge metal case of the AC/20 blocked the right side of my view, causing a lot of problems when my radar wasn't working and I had to rely on visual targeting.

I finally sold the thing, and I was a lot more careful when it came time to buy another new 'Mech.

The Customization Chamber

The third button under 'Mech Ops takes you to the Customization area (Fig. 2-5), where you can rip all those useless weapons off your 'Mech and reinstall better ones. To customize your 'Mech, highlight items and click Add or Remove to either stick 'em onto your 'Mech or take 'em off and place them in your Inventory. Parts will attach to or detach from the highlighted area of your 'Mech. Each 'Mech has eight main body locations: head, left arm, right arm, left leg, right leg, left torso, right torso, and center torso.



FUNDS: 2,376,197
PRICE: 0
BAL: 2,376,197

Head

Life Support 7900
Sensors 7700
Cockpit 7750
Laser (Small) #15701
Sensors 7700
Life Support 7900

Mass: 50.00 T Max: 50.00 T

Weapon	Crits/Ton	In Stock
SRM 6:	1	2
Autocannon/20:	1	3

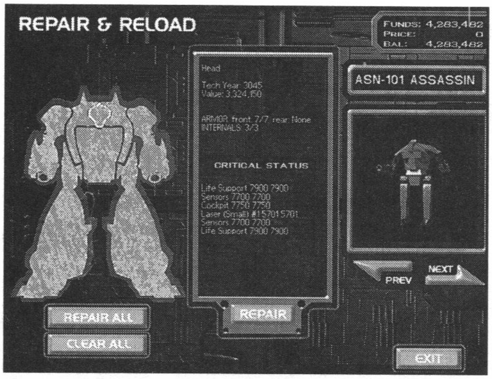
Fig. 2-5. Choose wisely. The labor involved in customizing 'Mechs often costs more than the parts!

Spend awhile moving items from place to place and deciding where they fit best. There's no cost for this sort of manipulation; you can simply choose not to implement the changes when you're done tinkering. However, a cost does indeed accrue when you actually move weapons and equipment from one location to another, or add/remove equipment completely. Be sure you've got everything arranged just the way you like before whipping out the blowtorch and making any permanent changes.

In general, you'll want to put weapons and vital equipment on vital parts of your 'Mech. Vital 'Mech parts are those you absolutely must have for the 'Mech to function (head, legs), or parts that house critical components, like the engine (center torso). We'll take a closer look at 'Mech customization strategies later in this chapter.

The Repair & Reload Screen

The Repair & Reload screen allows you to repair individual 'Mech parts or the whole thing at once (see Fig. 2-6). In theory, there may be times when you'll only want to repair bits and pieces of your 'Mech, but in practice



FUNDS: 4,283,482
PRICE: 0
BAL: 4,283,482

Head

Tech Year: 3045
Value: 3,324,150

ARMOR front 7/7, rear None
INTERNALS 3/3

Life Support 7900 7900
Sensors 7700 7700
Cockpit 7750 7750
Laser (Small) #15701 5701
Sensors 7700 7700
Life Support 7900 7900

Fig. 2-6. This is the Repair & Reload screen. Access it from either 'Mech Ops or your DropShip.

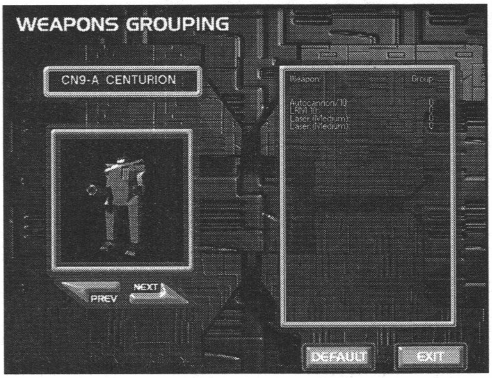
you'll find yourself hitting the Repair All button most of the time. Fighting with damaged 'Mechs is an incredibly bad idea.

Damaged 'Mech parts appear yellow or red; shadows indicate blown-off parts. If your 'Mech is completely intact, it shows up blue on this screen.

What can you do here? You can repair armor damage and damaged integral 'Mech parts (such as limbs, actuators, and your engine). You can also "repair" destroyed weapons and equipment. Some, however, are not actually repaired so much as replaced (for example, heat sinks and jump jets). All you can do here is replace destroyed weapons and equipment, not actually fix them. That means unless you have spares in your Inventory, you can't fully repair your 'Mech. (If you lose an LRM-5, you'll need a new LRM-5 to complete your repairs.)

Note that you can't reconfigure your weapons or equipment in this screen. That is, you can't add weapons that weren't there in the first place, move weapons from one place to another, or replace a medium laser with a large laser. All you can do is replace broken equipment with equipment of the exact same type from your Inventory.

You must understand these limits, because while the Repair & Reload screen appears both in 'Mech Ops and in your DropShip (while you're away on missions), the Customization chamber and Arms Merchant appear only in 'Mech Ops. This means you're highly restricted in what you can do to your 'Mech when you're away on missions. You can fix up your 'Mech with stuff from your Inventory, but that's about it. This is why multimission campaigns can be so dangerous: If you don't stockpile a lot of extra weapons and equipment in your Inventory, you run the risk of being unable to replace your damaged weapons for the next mission!



Weapon	Group
Autocannon/10	[illegible]
LRM 10	[illegible]
Laser (Medium)	[illegible]
Laser (Medium)	[illegible]

Fig. 2-7. Group your weapons here for greater combat efficiency.

The Weapons Grouping Screen

The final selection in 'Mech Ops is the Weapons Grouping button, which leads to the screen shown in Fig. 2-7. Adding weapons to various groups is easy in this screen—just select the weapon you want and keep clicking until it appears in the group you want.

It's easier to configure your weapons groups in this screen than to continually group them during combat using Shift + 1, Shift + 2, and Shift + 3 key commands. Also, if you do your configuring here in 'Mech Ops, you're more likely to discover ahead of time whether any of your weapons groups are too weak, and need an extra laser or two for added punch.

TIP

MechWarriors who don't use Group-Fire are really missing out. The best pilots use Group-Fire almost exclusively.

'Mech Purchasing Strategies for the Long Haul

So you've accumulated several million C-Bills and you're itching to buy something…anything! Well, now, hold on a minute. Buying a 'Mech, or a weapons system, for that matter, is a big decision. You'd better have a long-term strategy for exactly what sort of 'Mechs and armaments you want in your mercenary company, and how you plan to use them. Here's what you should think about when buying 'Mechs and equipment:

Specialize Your Weapons Systems

Variety may be the spice of life, but it just causes headaches for a mercenary. If you want to make your life a lot easier, you'll listen to this simple advice: Choose a couple of different weapon types—no more than three, four at the very most—and stick with them throughout the game. Equip all your 'Mechs with these same weapons, and never use anything else. If you buy a 'Mech with several preinstalled weapons, and those weapons don't fit into your plan, rip 'em out and replace 'em with your chosen weapon type.

Why use just one or two different weapon types? The answer is threefold—accuracy, cost effectiveness, and simplicity.

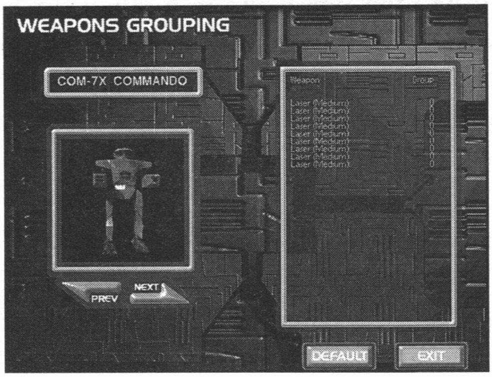
The first consideration is accuracy. Each weapon has slightly different characteristics, and if you aren't used to firing a particular sort of weapon, you won't know how much to lead a moving opponent, how long you'll have to wait for the weapon to recharge, and what sort of range to expect. If you only use one or two different types of weapons system on your 'Mech, however, you'll very quickly get a feel for these things and do much better in combat.

Second, using fewer weapons system types is very cost effective. Because damaged weapons must be replaced and not repaired, you must keep spare weapons on hand to replace the ones that get fried in battle. And because there's no Arms Merchant on your DropShip, you must stockpile extra weapons ahead of time so you won't run out of spares during a campaign.

What if your 'Mechs use seven different types of weapons? That means you'll need several spares of each weapon type, just in case they break down. But if you only have one type of weapons system installed on your 'Mech (say, medium lasers), you cut down on the number of spares you'll need, because all your spares will be interchangeable.

The final consideration is simplicity. Not only is it expensive to buy all those spare weapons systems, but it can be a real hassle to keep track of which systems are fully stocked and which you need to buy more of. If you possess only a couple of different types of weapons systems, however, you can tell at a glance whether you need to buy extras. If you're like us, you appreciate this kind of simplicity.

Which weapons systems do we recommend? We suggest you make heavy use of the medium laser. It's fast to fire and recharge, costs very little, has decent range and power, and is usually plentiful at the Arms Merchant. Furthermore, it requires no ammunition, so that's one less hassle for you to deal with. You can have great success with 'Mechs outfitted only with medium lasers (see Fig. 2-8). It's remarkable what nine or ten Group-Fired medium lasers can do.



Weapon	Group
Laser (Medium)	0
Laser (Medium)	0
Laser (Medium)	0
Laser (Medium)	0
Laser (Medium)	0
Laser (Medium)	0
Laser (Medium)	0
Laser (Medium)	0
Laser (Medium)	0

Fig. 2-8. This Commando can take down much larger opponents, thanks to its multiple lasers.

Stockpile Your Chosen Weapons

Once you've chosen a weapons type, go buy out the Arms Merchant. Continue to check in there every time you get back from a mission, and keep buying those spare parts. Don't stop buying until you've got at least five spares of each weapon type. Try to maintain that five-weapon buffer throughout the remainder of your career, and you won't have to worry about running out of spare parts. Of course, if you have multiple 'Mechs, all of which use multiples of the same weapon types, you might want to shoot for a 10-weapon reserve instead.

TIP

I had all sorts of weapons shortages when I first started in the mercenary business. But I learned very quickly to hoard my weapons, and toward the end of my career, I had more weapons than the Arms Merchant himself.

Build a 'Mech Stable

Your next order of business is to build a stable of 'Mechs. One 'Mech will serve you well throughout the early stages of your career, but as you proceed, you'll find you're asked to perform increasingly complicated tasks.

That's why you're usually better off owning at least two 'Mechs, and ideally more than that.

But what should you look for in a 'Mech?

The Speed 'Mech

The first 'Mech type you should own is the Speed 'Mech. It's useful for missions where combat is secondary to reconnaissance, and for easy combat missions where you just want to get from one place to another quickly.

The Commando you start the game with fits admirably into the Speed 'Mech category, especially if you remove its primary weapons systems and replace them with jump jets and medium or small lasers. Jump jets give the Commando even more speed and mobility, and the lasers are compact, so you can fit several onto your 'Mech even when it's loaded down with the jets.

If the Commando isn't powerful enough with this configuration, remove the jets and add more lasers. The 'Mech is still quite fast this way, usually topping out around 120kph, and you can fit eight or nine medium lasers on board if you don't use those jets.

The moral of the story is don't sell the Commando. It's tempting in the game's early stages, where you have enough C-Bills to buy a larger 'Mech—if you sell the Commando. Resist the temptation, and put the Commando to good use.

The Power 'Mech

After awhile you'll find yourself dealing with some pretty heavy-duty 'Mechs. When you reach missions where a Commando just won't cut it, you know the time has come to purchase a Power 'Mech.

A Power 'Mech doesn't have to be the biggest 'Mech you can find. Actually, in some cases it's better not to have a huge hulking 'Mech; speed is especially valuable when you're fighting Inner Sphere 'Mechs, because the pilots tend to be mediocre, and they don't have homing weapons like Streak SRMs. Therefore, a fast 60- or 70-ton 'Mech can serve admirably as your Power 'Mech.

The ideal Power 'Mech has lots of armor, a few heat sinks, and lots of heavy-duty weapons. While medium lasers are good as secondary weapons, a real power 'Mech should also have a "heavy hitter" weapons system that can assist in taking down huge opponents quickly. For long-range combat, an LRM-20 can be a powerful asset. But for our money, the king of the battlefield has to be the AC/20. Nothing else shreds through opponents as quickly or as easily as an AC/20 at short range.

If you get enough cash together, you can purchase both a medium-sized Power 'Mech and a huge, lumbering 100-tonner. There are a few times when the raw size of an Atlas can be a huge asset. Its tonnage allows you to carry multiple huge weapons systems, allowing you to finish off most enemy targets in a matter of seconds.

The Assistant's 'Mech

If you choose to hire other MechWarriors and allow them to pilot your 'Mechs, put a bit of thought into what sort of 'Mech you'll give them.

Your fellow MechWarriors tend to have several problems. They're often slow and clumsy, and they confuse easily when confronting large obstacles such as mountains or buildings. They can be notoriously poor shots, usually failing to lead their target. Finally, they have a nasty habit of getting themselves into trouble (that is, shot up).

To compensate somewhat for these deficiencies, you must customize your subordinates' 'Mechs to compensate for their lack of skill. Give them a medium or small 'Mech with jump jets and a high top speed, so they can get into battle quickly. 'Mech speed also helps them avoid getting shot by the enemy.

Equip their 'Mechs with medium or large lasers. Missile and projectile weapons tend to run out of ammo, leaving your teammates helpless. Furthermore, their ammunition is vulnerable to explosions, so your pals' 'Mechs are even more vulnerable. PPC shots are very slow, so your teammates aren't likely to connect with them. The best alternative, then, is lasers. Usually we don't recommend large lasers because they're heat-inefficient and don't do much more damage than medium lasers. However, because your teammates usually don't know how to Group-Fire their weapons, you must give them fast, large weapons that can inflict respectable damage all by themselves. Large lasers fit the bill.

All in all, you'll find that the Commando you started the game with makes a good 'Mech for your subordinates. If you wish to buy a 'Mech specifically for your subordinates, try to get a 50-tonner. Add jump jets, a few heat sinks, and three or four large lasers (or six or seven medium lasers). Your teammates can't use more than seven weapons effectively.

If you're lucky enough to find a great MechWarrior, this 'Mech design will compliment his or her abilities. The 'Mech we've outlined here is great for both poor and extraordinary pilots.

Dismantling 'Mechs Before Selling Them

Sometimes it's tough getting the weapons you need. Arms Merchant supply shortages can be a real pain! That's why you should strip any potentially useful weapons and equipment out of your 'Mechs before selling them.

Many mercenaries remember to remove their prized weapons before selling, but forget to tear off heat sinks and jump jets. Equipment can be just as useful as weaponry, so don't neglect this.

Optimizing 'Mechs for Battle

If you pilot a 'Mech without customizing it first, you're setting yourself up for a fall. We can't think of a single instance where you'd actually want to use a 'Mech in its original state. Off-the-shelf 'Mech models suffer from a wide variety of problems. Typical design flaws include: not enough weapons; not enough armor; bad weapon placement; not enough ammunition, and too much weapons system diversity. Even if you happen to find a 'Mech that doesn't suffer from one of these maladies, you'll probably want to customize it. Every MechWarrior has different preferences, and it's flat-out silly not to modify your 'Mech according to your own.

Here's a look at some 'Mech modification basics.

Establish a Long-Term Plan

Before you modify a 'Mech, figure out what its role will be. Will it be a Speed 'Mech or a Power 'Mech? What range will its weapons emphasize? What kinds of tactics will you use when you pilot this 'Mech? If you don't have a clear plan before you start customizing, you'll find yourself spending a lot more money on subsequent modifications.

A typical long-term plan involves three 'Mechs—a small, fast one with laser weapons and possibly jump jets, a larger 'Mech with decent speed and excellent firepower, and a monstrous 'Mech for the very heaviest combat duty.

Once you formulate your plan, you can move on to selecting specific weapons systems for that 'Mech.

Overview of Weapons Systems

This is the Inner Sphere, bub. No fancy extended-range weapons or Streak SRM batteries here. Just good, old-fashioned lasers, missiles, autocannons, and PPCs. Of course, in later missions against the Clans, some of that high-tech stuff might just start popping up…anyway, here's a weapons and equipment list. Asterisks denote Clan systems an advanced weaponry (stuff you can't buy at the start of the game).

Table 2-1. Inner Sphere and Clan Weapons

Weapon	*Heat*	*Damage*	*Range*	*Tons*	*Crits*	*Ammo/ton*
Flamer	3	2	90	1	1	—
Large Laser	8	8	450	5	2	—
Medium Laser	3	5	270	1	1	—
Small Laser	1	3	90	.5	1	—
PPC	10	10	570	7	3	—
* Pulse Laser (Large)	10	9	300	7	2	—
* Pulse Laser (Medium)	4	6	180	2	1	—
* Pulse Laser (Small)	2	3	90	1	1	—
* ER Large Laser	12	8	570	5	2	—
* ER PPC	15	10	690	7	3	—
Machine Gun	0	2	90	.5	1	200
Autocannon/2	1	2	720	6	1	45
Autocannon/5	1	5	570	8	4	20
Autocannon/10	3	10	450	12	7	10
Autocannon/20	7	20	360	14	10	5
* Gauss Rifle	1	15	660	15	7	8
* LB 10-X AC	2	10	540	11	6	10
* Ultra AC/5	1	5	600	9	5	20
* Anti-Missile System	1	—	—	.5	1	12
LRM-5	2	1/missile	630	2	1	24
LRM-10	4	1/missile	630	5	2	12
LRM-15	5	1/missile	630	7	3	8
LRM-20	6	1/missile	630	10	5	6
SRM-2	2	2/missile	270	1	1	50
SRM-4	3	2/missile	270	2	1	25
SRM-6	4	2/missile	270	3	2	15
* Streak SRM-2	2	2/hit	270	1.5	1	50
* Narc Missile Beacon	0	None	270	3	2	6
Heat Sink	-1	—	—	1	1	—
* Arrow IV System	10	20	2 km	15	15	5
* CASE	0	0	—	.5	1	—
* Double Heat Sink	-2	—	—	1	2	—

Summary of Inner Sphere Technology

You're perfectly free to use any weapons systems you'd like. However, we provide a few comments on each system for those mercenaries who want only the very best for their 'Mechs.

Flamer

In theory, the flamer is kind of a neat idea. You load up your 'Mech with flamers, run right up next to the bad guys, and then hose 'em down with pure heat. The flamer doesn't do much damage, but its ability to raise your opponents' heat level can cause their ammunition to explode. Optionally, if you apply enough heat, their main fusion reactor will blow. Fun, eh?

Unfortunately, this tactic is generally a bad one. For one thing, it's pretty hard to make some 'Mech types overheat and explode. Some 'Mechs don't have any ammunition to blow up; others tend to operate at low temperatures. And while you're sitting there with your oversized blowtorches, hoping to heat up your foes, they're usually pelting you with real weapons that do real damage. After a while that sort of punishment takes a heavy toll on your 'Mech.

The other problem is the flamer's short range. You have to get closer than you'd really like to use the flamer; at that range, it's hard to avoid enemy fire. And because you'll be alone and outnumbered on most missions, you really can't afford to take the extreme punishment that inevitably results from attacking at short range.

TIP

Who invented the flamer? Dunno. It must have been somebody's idea of a joke.

Large Laser

The large laser has decent range and power, but it really tends to play havoc with your 'Mech's heat levels. It's easy to get overheated unless you happen to have a lot of built-in heat sinks.

Still, the large laser is not without its uses. If you're a good marksman and your 'Mech is fast, you may even prefer the large laser to medium lasers; it allows you to dance back and forth at long range, peppering your opponents but taking very little damage yourself. If you're not such a sure shot, or if your 'Mech is slow and clumsy, then you're often better off loading up on medium lasers instead and fighting at a shorter distance.

As we pointed out earlier, large lasers are particularly good weapons for your teammates.

Medium Laser

The medium laser is the workhorse of the Inner Sphere. It's compact enough to fit on 'most all 'Mech types, yet deals enough damage to be devastating in groups. Furthermore, it's widely available. We strongly recommend the medium laser as a primary weapon.

It's entirely possible to go through the entire game using nothing but medium lasers on all your 'Mechs. Sure, it might get a little boring, but it's possible, and it certainly would cut down on your Inventory headaches.

Small Laser

The small laser is generally too short-ranged and weak to be much help in a fight. It's sometimes useful on the smallest scouting 'Mechs, where most of the 'Mech's meager tonnage is dedicated to a fast engine and jump jets. But for larger 'Mechs, the medium laser is a much better investment.

PPC

The PPC (Particle Projection Cannon) doesn't do that much more damage than a large laser, but its extra tonnage, heat and space needs can push the limits of a 'Mech much faster than a large laser can. The result is that the PPC can be an unwieldy beast.

What's more, the shots fired by the PPC are big and slow, as opposed to the speedy darts of light a laser emits. This makes the PPC a lot more difficult to use at extended range, and much easier for your foes to dodge. This fact alone is enough to keep many MechWarriors from using the PPC.

Autocannon/2 (AC/2)

The Autocannon/2 has great range, but its meager power calls its usefulness into question. In most cases it's easier to use lasers; their ranges are almost as good and they don't rely on ammunition, which only adds the danger of ammo explosions to the already difficult situations you'll find yourself in on the battlefield.

Furthermore, the AC/2's large tonnage requirement tends to take up space you could use for other, more valuable, weapons systems.

TIP

Like they say on Solaris, "A good Autocannon is like a pretty girl's ..." Well, maybe that isn't the best joke to put in a book. Never mind.

Anyway, the point is this: If you're going to use autocannons, don't bother with any but the largest.

Autocannon/5 (AC/5)

The Autocannon/5 is a decent weapon, but the same criticisms that apply to the AC/2 also apply here. The extra range the AC/5 affords doesn't compensate for its ammunition and tonnage requirements. We can't really recommend using this weapon in a serious battle.

Autocannon/10

The AC/10 is a powerful weapon, but its massive tonnage requirements are its downfall. Some large 'Mechs might benefit from the rapid-fire damage capabilities of the AC/10, but these same 'Mechs might benefit even more from an AC/20.

Whether you use an AC/10 or AC/20 on your heavy 'Mech is largely a matter of personal preference. Test them both before committing fully to either system.

Autocannon/20

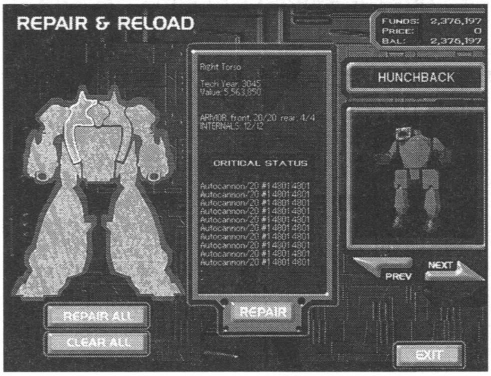
The Autocannon/20 is the king of the battlefield. Sure, its weight is enough to bring most 'Mechs to their knees, and its puny 5 shots per ton of ammo means you must stuff your 'Mech with tons of ammunition before setting foot on the battleground. And its extremely short range makes it necessary to get perilously close to the enemy.

Hey, we never said this weapon was practical. But if you've got a 100-ton 'Mech, we say go for it. This weapon is deadly under the right circumstances, and beyond that, it's pure fun.

The AC/20 aimed squarely at the center of your foe can score a direct kill on a small 'Mech with just one shot. Larger 'Mechs require several shots, but the autocannon fires so quickly you won't know the difference. Just keep an eye on your ammo, because it's all too easy to lose track and waste it.

A 'Mech with an AC/20 must be very conservative with ammunition: Never fire unless you've got a sure shot, and never use the AC/20 for menial tasks like destroying 20-ton 'Mechs or unarmed targets. 'Mechs with AC/20s should employ a battery of laser weapons, preferably medium lasers, to handle everything that isn't a major threat. Use the AC/20 only when dealing with large and dangerous foes.

Finally, don't try to put an AC/20 in anything smaller than a 65-ton 'Mech. Even that's a little low. The Hunchback in Fig. 2-9 is poorly designed; it just isn't big enough for the huge weapons system.



FUNDS: 2,376,197
PRICE: 0
BAL: 2,376,197

Right Torso

Tech Year: 3045
Value: 5,563,850

ARMOR: front: 20/20 rear: 4/4
INTERNALS: 12/12

CRITICAL STATUS

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Autocannon/20 #1 4801 4801

Fig. 2-9. Take a lesson from the Hunchback: Don't put an AC/20 in your 'Mech unless it's big enough to handle it.

Machine Gun

Next weapon, please.

Seriously, most MechWarriors shouldn't bother with machine guns. Sure, they can fire continuously because of their lack of heat production, but for your 'Mech to use machine guns properly, you have to get really close to your target and hose it with a continuous stream of fire. To make that strategy pay off, you'd have to load your 'Mech up with multiple machine guns. Multiple machine guns? Ugh. Just think of all that machine-gun ammunition sitting inside your 'Mech, waiting to blow up and take you along with it.

Build a machine-gun 'Mech only if you love close combat and you want a real challenge.

LRM-5

LRM stands for Long Range Missiles, and the number following LRM indicates how many missiles a given system fires at once.

Pound for pound, it's more weight- and space-efficient to install multiple LRM-5 units in your 'Mech than a single LRM-20. And aside from the slight tonnage and space advantage, the LRM-5 offers the bonus of simplicity. Instead of installing an LRM-10 on one 'Mech, an LRM-15 on another, and an LRM-20 on a third, you can just stock up on LRM-5 systems and add as many to each 'Mech as it can handle. This is particularly useful during campaigns, where you won't need to fuss with spare parts for three or four different-sized LRM systems. Just use LRM-5s exclusively, and you won't have any problems.

As for their effectiveness, we suggest you only use them on larger 'Mechs that also carry weapons with good short- or medium-range punch. If you have lots of LRMs (that is, four to six LRM-5 units) and you Group-Fire them on your target, you can destroy or disable small and medium-sized 'Mechs from afar, and soften up heavy 'Mechs for the upcoming close-range fight. But LRMs are hard to control at close range, so you can't rely on them alone.

TIP

I never know what to say when people ask me about LRMs. Sometimes you'll fire a volley of LRMs, and it looks like it'll really pepper your opponent, but when it finally gets there it doesn't do a thing. Other times those missiles can score an easy kill for you, and all you had to do was point and shoot. I've used them and then stopped using them several times in my career.

What can I say? Some pilots love LRMs, and others can't stand the sight of them. I guess you'll just have to try them for yourself, and see which category you fall into.

LRM-10

The LRM-10 is essentially a bigger and slightly less efficient LRM-5. Its sole advantage is the fact that it fires all its missiles at once, and you can even negate this if you Group-Fire your LRM-5s.

LRM-15

The LRM-15 is a bigger, bulkier and meaner version of the LRM-10. For reasons we've already provided, we don't recommend using this weapons system.

LRM-20

Even though it's slightly less efficient than the LRM-5, you might want to use the LRM-20 on huge 'Mechs, simply because you need room for all your other weapons, and having to keep track of eight or twelve tiny LRM-5 systems can be a pain. In this case, two or three LRM-20s fit the bill quite nicely. Just be sure to buy at least two tons of ammo per LRM-20, or you won't get enough use out of them to justify having them.

SRM-2

SRM stands for Short Range Missile. Each SRM does double the damage of an LRM, but its range is severely curtailed.

SRM systems are capable of inflicting more damage than beam weapons at short range, but only if you connect with all the missiles. This can be tricky, since SRMs don't really track their targets, and at close range, most opponents move around quite a lot.

We at Tri-M can't recommend SRMs for beginning MechWarriors. For those who chose to use these systems, however, we suggest you use SRM-6s; an SRM-2 usually doesn't do enough damage to count.

SRM-4

The SRM-4 is quite efficient, but we still recommend that MechWarriors who are serious about using SRMs stick with the SRM-6.

SRM 6

The SRM-6 can be an excellent weapons system for MechWarriors with good aim. Its staggered missile fire takes some getting used to, but if you enjoy using the missiles and are fairly proficient at aiming them, you can get a lot of mileage out of the SRM-6. Some MechWarriors go so far as to use the SRM-6 as their staple weapon instead of the medium laser, but, as always, we recommend you have a few energy weapons on board every 'Mech, just in case the worst happens and you run out of ammunition.

Clan Technologies

Here's a look at the weapons the Clans will be using. As you saw on the foregoing chart, their weapons aren't all superior to Inner Sphere weapons, but in some cases they do have a definite edge. This is how they differ, and what makes them better. Pay attention, because this technology will gradually appear at the Arms Merchant as time progresses.

Pulse Lasers

Pulse lasers emit a double pulse of light instead of a single beam. This spreads the weapon's damage around a little bit, but supposedly makes it easier to hit a target. In practice, most pilots agree that all this really does is make the target harder to hit. Furthermore, pulse weapons have severely limited range when compared with non-pulse weapons.

ER Lasers and PPCs

ER stands for Extended Range. These are simply lasers and PPCs with a longer range than normal varieties. They also have slightly higher heat costs. Is the extra range worth the heat? Tri-M instructors disagree on this matter, but the majority holds that the extra range isn't useful enough to counterbalance the increased heat production.

Gauss Rifle

For about the size and bulk of an AC/20, the Gauss rifle delivers somewhat less power than an AC/20 but extremely good range and next to zero heat production. In theory this is a good tradeoff, but, again, many MechWarriors find they fight best at medium to close range, where the Gauss rifle's superior distance attack is of little use. Furthermore, Gauss rifles can't deliver the kind of rapid-fire bursts that make AC/20s so deadly.

Again, the value of this weapon is largely a matter of personal preference, and your ability to make use of its extremely long range.

LB Series Autocannons (LB 10-X AC)

Here's where Clan technology is flat-out superior to that of the Inner Sphere. This series of autocannons fires rounds that fragment like shotgun shells, thus increasing the chances of damaging your target's fragile inner components. Furthermore, LB series autocannons have better range than their standard-issue brethren, produce less heat, and take up less space.

Ultra Series Autocannons (Ultra AC/5)

The Ultra series autocannons are slightly heavier and bulkier than standard Inner Sphere models, but they have slightly better overall range, and—more importantly—they fire two consecutive shots for every pull of the trigger. This makes the ammunition situation particularly dire for MechWarriors with an Ultra AC/20, but it makes the Ultra AC/20 a supremely devastating weapon, even more powerful than an LB autocannon.

Anti-Missile System

The Anti-Missile System is a small machine gun exclusively dedicated to shooting down incoming missiles. This makes it a fairly useful defensive item if you happen to be fighting 'Mechs with lots of missile-based weapons systems. However, it's not infallible, and it eventually runs out of ammo. Translation: You don't really need one.

Streak SRMs

Streak SRM missiles are another weapons system that's flat-out better than their standard Inner Sphere counterparts. They weigh a little more than standard missile systems, but their missiles home in on their target with powerful tracking systems, so you'll score a direct hit with Streak missiles much more often than you would with old-fashioned missiles.

The experts at Tri-M agree that if Streak SRMs were generally available, they'd be the first to install those systems in their favorite 'Mechs.

Narc Missile Beacon

The Narc missile beacon is like a regular missile, except it doesn't do any damage. Instead, it sticks to a target so that any further missiles you fire at that target (using conventional missile systems) have a much greater chance of hitting.

The Narc is just a waste of time unless you're fighting a good-sized 'Mech, and your own 'Mech is filled to the brim with missile-based weapons systems. Otherwise the Narc is not a worthwhile piece of equipment.

Arrow IV System

The Arrow IV system is essentially a 'Mech-mounted artillery piece that allows 'Mechs to shoot at targets up to 2 kilometers away, after receiving the targets' coordinates from scouts or forward spotters. The Arrow IV is huge and terribly bulky, and it wouldn't help you much even if you had access to it. But if you find yourself going up against a unit that uses it, you'll soon wish you hadn't.

CASE

CASE stands for Cellular Ammunition Storage Equipment. As the acronym suggests, it's a case that fits around all a 'Mech's weapons systems, containing and minimizing the damage should an ammo explosion occur. This makes Clan 'Mechs much less susceptible than normal 'Mechs to crippling ammo explosions.

CASE usually isn't the deciding factor between winning and losing, but it can be—and for only half a ton and 1 Critical Slot, we'd use it. Wouldn't you?

Double Heat Sinks

Double heat sinks are twice as effective as normal heat sinks. What's their downside? Glad you asked. Aside from taking up more space in your 'Mech, they don't have one! This technological advance alone is a major reason Clan 'Mechs are superior to their Inner Sphere counterparts.

Installing Similar Weapons Systems

Whatever weapons systems you eventually decide to use, one rule will always hold true: It's better to install similar weapons systems on your 'Mechs instead of a wide variety of systems. We covered a few reasons for this earlier (fewer types of weapons means you need fewer replacement parts, thus driving down costs and simplifying maintenance). However, there's another reason to use similar weapons systems—ease of use during Group-Fire.

It's no secret that the best MechWarriors always use Group-Fire, for reasons we'll discuss in just a moment. And when you're firing a big batch of weapons, there's nothing that makes your job more difficult than trying to fire several different weapons systems simultaneously.

For example, let's say you have a group consisting of a medium laser, an LRM-20, an SRM-6 and a PPC. As you approach your enemy from long range, you level your sights and are tempted to Group-Fire. But wait! At this range only the LRM-20 will hit. There's no reason to waste your shot, so you wait until you're closer.

Now all your weapons are in range, but it's nearly impossible to hit your enemy with all those weapons at once: You have to lead your target more with the slow PPC projectiles than you do with the quick-firing laser. And those missiles fire in a continuous stream, making it hard to fire in conjunction with energy weapons.

A much better scenario involves fewer weapons systems. If you only have two LRM-20s and six medium lasers on board, your options are very simple. Group the two LRM-20s so you can Group-Fire them at long range with deadly effect, then group the six medium lasers so you can deal blistering group damage at closer range.

Weapons Placement

There's one final 'Mech customization rule, and it's a big one. Following this rule will help you win missions, cut down on maintenance costs, and in general make combat a heck of a lot easier. What is this golden rule, you ask?

Don't put weapons in your 'Mech's arms.

Here at Tri-M, we understand that a 'Mech with arm-mounted weapons looks a lot "cooler" than one with torso-mounted weapons. Furthermore, it seems logical that your 'Mech would have weapons at the end of its arms, where a human's hands would naturally grasp a firearm. But as every veteran MechWarrior can tell you, the arms are absolutely the worst place for your weapons and critical equipment. They're usually the first part of your 'Mech to get blown off, and losing an arm filled with weapons is painful, indeed.

The best places, absolutely, for critical weapons and equipment (like heat sinks) are the center torso, head and legs. Why? For one thing, because those parts of your 'Mech get shot off less often than the arms. More importantly, if one of those parts of your 'Mech gets destroyed, you're history—regardless of whether you're storing weapons and equipment in there. You need your legs to move around, and the 'Mech is instantly destroyed if the head or center torso gets blown up. So you might as well put your weapons and equipment in those key places, too.

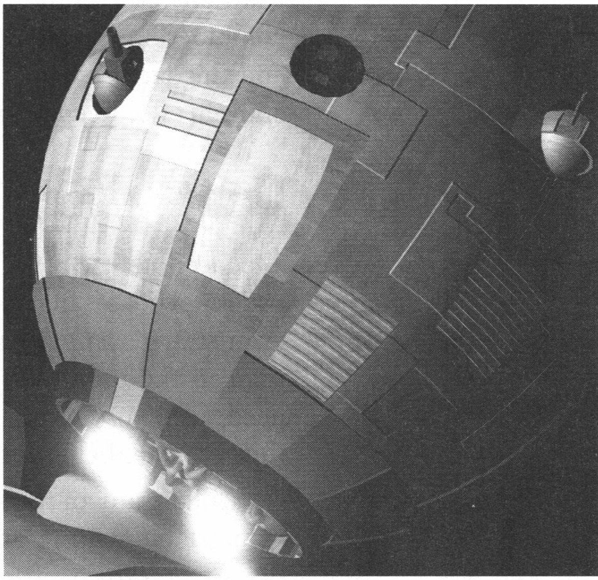
The right and left torso are also decent places for weapons, and you'll often have to stow a few things there because of limited space in other areas of the 'Mech. But try to put your lowest-priority items in the left and right torso, and by all means put nothing in the arms.

On to Chapter 3

Well, MechWarrior, you've survived this far…now let's move on to a crash course in 'Mech piloting and basic survival skills. Chapter Three won't make a veteran out of you, but it just might give you the skills you'll need to survive your first few campaigns.

Chapter 3

'Mech Handling and Basic Combat Procedures



All the business sense in the world doesn't mean a thing if you can't pilot a 'Mech. This chapter looks at the basics of 'Mech piloting and combat, and explains what your 'Mech can and can't do. The basic manual you already own contains some of this information, but it's not as detailed, and doesn't have the practical tips you'll find in here. Sorry to tell you this, but you need to know this basic stuff before trying any of the fancy tricks you've been dying to test. So read on and pay attention, and you just might live through your first few contracts.

'Mech Movement

Beginning 'Mech pilots always take movement for granted. They could care less about walking around. They just want to shoot the big guns. That's all well and good on a practice course, but, unfortunately, combat is a little different. Most 'Mechs are big and slow, so you can't expect to dodge everything that's thrown or fired at you, but you have to avoid some of it, or your days as a mercenary are numbered.

The first thing you've got to realize is that a 'Mech can't do all the things a human can do. When a human sees a big, lazy PPC round flying right toward him, he can do all sorts of things to avoid it. He can dive forward and roll to the ground. He can sidestep and pivot. He can even do combinations of these moves. But a 'Mech is a big ungainly hunk of metal, and this fact severely limits its options. You must understand what it can and can't do. Keep reading.

Controllers

'Mech pilots use a variety of piloting tools. Some use a keyboard; others use a keyboard and mouse; yet others have joysticks, rudder pedals, and even stranger control methods. Most of these controllers can be reconfigured to the pilot's liking. That's a good idea. You won't know what you need until you've piloted a few missions with the standard configuration, though. That helps you get a feel for what you want to modify.

Almost any of these controllers can be good, just as long as the pilot is comfortable with it, and he doesn't have to go searching for critical functions in the heat of battle. However, some controllers seem to be better than others, when push comes to shove.

Joysticks can be very good or very bad. Good joysticks are analog; that is, they respond to a range of pressure instead of simply translating hand movements into a single directional command. To put it another way, analog joysticks let you turn your 'Mech quickly when you press hard on the stick, or slowly if you press softly. Digital joysticks can't handle this, so they're a lot less useful.

Good joysticks also have lots of buttons. A two-button joystick is generally a bad idea. You'll need more than two buttons to control your 'Mech—but the typical joystick needs two hands to control. This forces you to poke at the keyboard to perform vital combat tasks. And trying to juggle a joystick and keyboard is often a frustrating ordeal. Don't get me wrong, your joystick doesn't need hundreds of buttons. Four will do. These buttons should control firing, weapon selection, targeting, and one other function (you decide which). Refer to your game manual for tips on customizing your controller's button configuration.

A final consideration is the throttle. Good joysticks often have throttle controls built right in—they look like little dials. If your joystick doesn't have a throttle control, you'll have to use the keyboard whenever you want to increase or decrease speed. This tempts you to go through entire combat sessions at the same speed, because it's just too much of a pain to keep reaching over and adjusting it.

If you don't have any fancy controllers on hand, we strongly recommend you use either the keyboard alone, or a keyboard/mouse combination to control your 'Mech. The keyboard/mouse combination is preferable if it doesn't drive you crazy, but some pilots just can't get used to moving their 'Mech's torso with mouse controls. How does it work? With your left hand on the keyboard, you can adjust 'Mech speed and heading and handle miscellaneous functions. With your right hand on the mouse, you can swivel your 'Mech's torso, fire weapons, cycle through weapons, and even target new foes (if your mouse has three buttons). The mouse is ideal for rotating your 'Mech's torso because you can move it swiftly and precisely. A mouse/keyboard combination also makes it easy to initiate a Circle Fight. (We discuss this later in this book.)

However, beware: If you're getting a poor frame rate during combat, mouse control will be jerky and hard to manage. Symptoms of a poor frame rate are slow, choppy action with significant pauses during explosions. If you've tried everything and still find that your frame rate isn't great, you might have to switch to regular keyboard control, which tends to be more stable.

Mastering the Throttle

All right. You're sitting in the cockpit of this 50-ton monster and wondering what to do. The first thing you've got to figure out is the throttle. There are several throttle configurations, and each pilot has a favorite. The basic keyboard layout allows you to alter speed by pressing the numbers 1 through 0; pressing Backspace or Delete sends you into reverse, where you can only move at about a quarter of your normal speed.

Other pilots use a joystick with a true throttle, usually a rotatable dial on the base of the stick. Throttles are also a good way to control 'Mech speed. In fact, they're probably better than the keyboard method, because MechWarriors using them don't have to hunt for keys in the heat of battle. If you're lucky enough to own such a device, I suggest you use it.

TIP

At the Academy they always tell you to watch your speed, 'cause the faster you go, the more heat you generate, and the more heat you generate, the more likely you are to blow up. I guess that's true, but I never worried about it much. Shooting weapons and getting hit by PPC rounds produces a lot more heat than just revving up your engines. So don't get too nervous about running along at full speed.

Beginners always ask me what throttle setting I use in a fight. Basically I run at full speed until a bad guy shows up. If my 'Mech is geared for short-range combat and the terrain is flat, I keep running toward him—usually at a slight angle, so I don't get shot up too badly. Then I spend most of the fight circling him at three-quarter speed, if I'm in a really fast 'Mech, or full speed if my 'Mech is big and slow. Of course, I set the throttle down near zero when I want to make a sharp turn, then spike it back up when I'm done. Sometimes I drop the throttle to nothing and then power it back up suddenly, to throw off the bad guys' aim.

If my 'Mech is geared for long-range shoot-outs, I sometimes throw it into reverse and face the enemy head-on while walking backwards, swerving occasionally to avoid the slowest incoming fire (mainly PPC shots and missiles).

Torso Twisting

Think of your 'Mech as a two-part entity. The upper body (torso) is one part, and the lower body the other. You can swivel your torso independently of your lower body, and thereby look or shoot in a direction other than the one you're facing. One way to think of it is that your torso is much like a tank turret. A tank turret can spin around and fire in all different directions, moving independently of the treads. It really doesn't matter which way the tank is actually moving—the turret can still face in any direction. Well, a 'Mech's torso is a lot like that, except that it can't spin all the way around. It can only turn about 90 degrees in each direction (Fig. 3-1).

Beginning pilots often miss the point of torso twisting. What's the big deal about walking in one direction and firing in another? The answer is

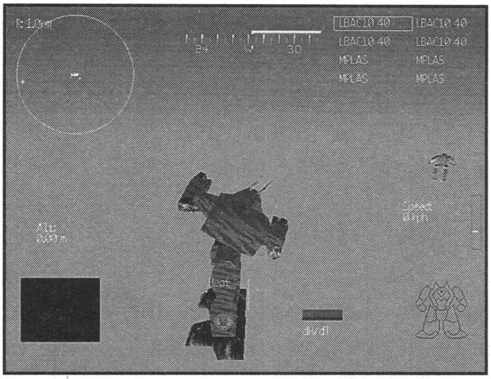


Fig. 3-1. This is the limit of a 'Mech's torso-twisting ability.

relatively simple. If you initiate a fight by walking straight at an enemy 'Mech, firing at him all the while, you're likely to take a lot of return damage. After all, you're walking straight at him; all he has to do is point at you and shoot. On the other hand, if you're walking at an angle to the enemy 'Mech, with your torso twisted toward it so you can shoot at it, you're much less likely to get hit. The enemy pilot has to keep re-aiming his gun as you walk across his field of view. This causes him to miss with at least a few shots, whereas walking straight toward gives him an easy target.

TIP

Most Inner Sphere pilots are pretty lousy, when you get right down to it. They can hit you just fine when you're walking right toward 'em, but the minute you start walking at an angle, they have real problems hitting you—especially at mid- to long range! That's why most good mercenaries learn not to fight too close to their opponents. If you get close enough, even an awful pilot can hit you.

We strongly recommend using a mouse to handle torso twisting, and handling actual 'Mech movement with the keyboard. The mouse lets you guide your 'Mech's torso freely and easily. By contrast, using the < and > keys to handle torso twists can be extremely cumbersome. This method is not highly recommended, but will have to do for keyboard-only players.

A green bar above your heading indicator on the Heads Up Display (HUD) shows how much your torso is twisted. If you get confused, you can always use the forward slash (/) key to re-center your torso to the direction you're moving. If you're using a mouse for torso movement, though, you won't need to use this key too often. It's far easier just to center the torso with the mouse.

Pilot View Controls

A variety of aids help you see the world outside the cockpit. Good MechWarriors know which view controls are most useful, and which should be left to novices. Here's a brief review.

Glance controls

You can glance around with the Ctrl + arrow keys, or by pressing 7 or 9 on the numeric keypad. This gives you a side-window view (like the one in Fig. 3-2). In theory this is helpful, but in practice it usually isn't, especially if you're using the mouse to control torso movement. The mouse lets you turn your torso quickly and intuitively, rendering the "glance" commands superfluous. Why use a separate key to glance left or right when you can sweep the mouse in that direction instead?

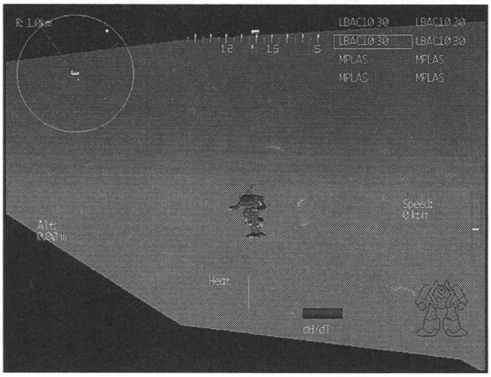


Fig. 3-2. Glancing sideways like this is rarely necessary if you use your radar properly.

The moral of the story is, don't spend your time looking this way and that. Just charge in and smite your enemies!

Radar

Instead of looking back and forth to spot enemy 'Mechs, learn to glance at your radar. The radar displays all 'Mechs and targets within a 1-kilometer radius: Enemies are red, friendlies are green, neutrals are blue, and NAV points are yellow. Even better, while most targets show up as circles on radar, your current target appears as a plus symbol (+), so you can always tell where it is in relation to your field of view.

Pressing F2 lets you toggle the radar to either cover the entire screen or sit in the upper left corner. The X and Shift + X keys let you zoom the radar in and out.

TIP

I never liked using the radar in full-screen mode. All those little dots just got in the way. But I did like using the zoom commands; I'd zoom out a little when I started a mission and then leave it there, even though some pilots like to keep adjusting it as the enemy 'Mechs get closer.

I always figured that when your enemies get within half a kilometer of you, you'd better be able to see where they are without looking at radar. It's when they're far away that the radar helped me most, giving me a clear sense of the big picture so I could avoid running into a big clump of enemy 'Mechs unprepared.

External Tracking Camera (XTC)

The external tracking camera gives you an over-the-shoulder (as opposed to within-your-'Mech) view of combat. This view isn't particularly useful in any situation, so we recommend avoiding it. In combat this view is useless because you can't see your HUD system, which contains vital targeting and weapons information. You might think to use it during tricky navigation sequences, but in fact you're usually better off using your satellite uplink (F3), which gives you a much bigger and better picture of your surroundings.

If you must use this view, however, you can toggle XTC on and off with your C key. But don't say we didn't warn you.

Thermal Optics

Thermal Optics, activated with the L key, enhance your night vision. The resulting red-tinted view is still not perfect, but at least you can see what's going on.

Pay attention to light levels during each battle. If you're uncertain whether to use Thermal Optics, turn them on and off several times and compare them to your regular view. Needless to say, you should do this at the start of your mission, because you don't have time to play with your view options while LRM volleys slam into your rear armor.

Satellite Uplink

The satellite uplink, activated with the F3 key, gives you a bird's-eye view of the battlefield (Fig. 3-3). You can zoom in and out with the X and Shift + X keys.

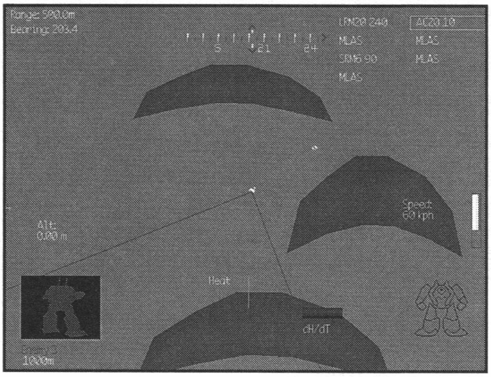


Fig. 3-3. Satellite uplink is an extremely valuable tool.

The satellite uplink is incredibly useful for a variety of reasons. First, you can use it in noncombat situations to get a better perspective of the surrounding terrain. You can also use it when fleeing from enemies, because dodging enemy shots is quite easy from an overhead perspective; in essence, the bird's-eye view lets you see behind your back but still see what lies ahead. Simply turn whenever you see a volley of fire coming your way, and you'll be able to dodge the shots.

Satellite uplink is particularly useful when navigating complex terrain such as tunnel systems or dense urban environments, where an overhead view really helps you understand where you're headed and what's going on.

TIP

I spent most of my noncombat time watching the ol' satellite uplink. Sure, some guys like watching the scenery go by, but I got sick of sightseeing after about a minute. I generally got from place to place using autopilot, or by setting my sights on a bad guy, then walking toward it with the satellite uplink engaged 'til I got within fighting distance, when I'd flip it off again.

Jump Jets

Walking around is easy, but jumping is hard. Specifically, making the most of your jump jets is hard. Jump jets add a vast amount of mobility to any 'Mech, so be sure not to ignore 'em if you've got 'em.

On the simplest level, jump jets are useful for getting from one place to another quickly, and for clearing large obstacles.

However, good pilots use them for combat maneuvers, as well. For example, you can jet straight toward your enemies to close the gap between you—especially desirable if your 'Mech's geared up for close-range combat. If you've got a long-range 'Mech instead, you can jump backward to keep your foes comfortably distant.

By jetting laterally, you can dodge enemy fire even in close combat situations. This takes patience and timing, but if you're good enough to do it effectively, you can avoid lots of collateral damage when you're trying to take out a 'Mech.

Targeting and Navigation

Now that we've looked at how to move your 'Mech around, it's time to look at targeting and navigation techniques. Navigation is fairly easy to understand, thanks to your 'Mech's built-in NAV computer. Furthermore, most of the time you won't be under much pressure to get from one place to another, so you'll be able to get your bearings quite easily. But targeting enemies is a different matter entirely; you can win or lose a battle depending on how quickly you isolate and destroy particular targets. Read carefully to learn successful targeting techniques, and make a conscious effort to target effectively when on missions.

NAV Points

Many missions have NAV points (computerized points of reference). Press N to cycle through them. Once you target a NAV point, it shows up on your normal viewscreen, and if you turn away from it, your off-screen targeting indicators show you in which direction it lies. You can also see NAV points on radar and the satellite uplink.

When you reach a NAV point it changes color to indicate that you've been there and prevents confusion later. Sometimes you'll find that to succeed in your missions you must reach certain NAV points, even if you don't actually have to do anything when you get there. So if you've more or less completed a mission and you're wondering why you're still on the field, check your NAV points to make sure you've hit them all. Sometimes you have to go back and tag 'em before you're allowed to leave the planet.

When in doubt, remember that the easiest way to reach a NAV point is to engage the autopilot.

The Autopilot

Pressing the A key engages the autopilot. The autopilot's job is to turn you toward the nearest NAV point, though it can't adjust your speed. You have to turn up the throttle on your 'Mech manually if you actually want to move toward the NAV point. Because getting stuck in autopilot mode would obviously be a huge liability in combat, 'Mech engineers have made it very easy to disengage it. Specifically, any attempt to steer your 'Mech automatically cancels autopilot.

Many MechWarriors use autopilot just to turn their 'Mechs in the right direction. Once the desired NAV point is directly in their sights, they disable autopilot and walk forward on their own power. This isn't necessarily better than using the autopilot normally; it's a matter of personal preference.

Finally, be aware that autopilot is fairly poor at dealing with large terrain obstacles. It slows down considerably as it works its way around buildings and up mountainsides, and sometimes becomes confused after dealing with a particularly tricky area. So if your next NAV point happens to be hidden behind a mountain or lies within a cluster of buildings, you're often better off steering the 'Mech yourself. So much for modern technology!

Targeting

There are several ways to target objects and 'Mechs, and you should learn which to use in which situations.

Press Q to target an object beneath your 'Mech's targeting reticle (that is, whatever's right beneath your sights). You can use this key to figure out exactly who or what you're looking at, because it isn't always obvious. You can also use it in combat, to target enemies right before your eyes and avoid the bother of wasting time by cycling through a bunch of other potential targets. Note that some objects, such as buildings and noncombatant vehicles, can only be targeted with Q.

Press T to cycle through all possible targets. This is sometimes useful at the start of the mission, when you're trying to remember exactly how many 'Mechs are on your side, and what type they are. It's also useful for figuring out where neutral units are located. Neutral units won't show up when you press F or E, so this is your only option to see them, short of getting them all under your sights and targeting them manually with Q.

Press F to target friendly units. This command is seldom useful in the midst of battle, but occasionally you might want to target your fellow pilots to find out how damaged their 'Mechs are. If you don't pay attention to your teammates' status, they're quite capable of getting themselves (and more importantly, your precious 'Mechs) blown up.

Press E to target the nearest enemy target. This is most MechWarriors' command of choice for targeting the enemy during combat. By pressing E you can easily locate the closest enemy, and the closest enemy is usually the most dangerous. Remember that enemy pilots usually have a hard time shooting you if you aren't walking right at them, and you aren't too close. Therefore, your closest enemy is generally your most dangerous enemy, and in most situations you should deal with him first.

TIP

In my prime, I hardly used anything but the E key for combat targeting. Pressing Q or T tended to confuse me, especially when I targeted my pals instead of the bad guys. And my pals didn't take very kindly to being shot! So I just kept hitting E and targeting the closest enemy 'Mech. It wasn't a very fancy technique, but it worked. (At least it kept my lancemates safe.)

Miscellaneous HUD and 'Mech Systems

There are a bunch of little features built into your HUD and 'Mech controls that we haven't talked about yet. Most of these are self-explanatory, or are covered sufficiently in your basic Tri-M manual. Here are a few important ones that deserve extra attention.

Targeting Camera

The targeting camera, not surprisingly, gives you a graphic representation of the object or vehicle you're currently targeting. If it's a 'Mech, you can see how damaged each part of it is by reading the colors:

- Green = Basically Undamaged
- Yellow = Moderately Damaged
- Red = Severely Damaged
- Black = Destroyed

Pay close attention to these colors. A good combat strategy is to target your enemies' most damaged areas and pick away at them. In fact, that's a necessary strategy. There's so much armor on the typical 'Mech that it takes forever to destroy it. Unless you target one specific area and stick with it, that is.

Note that the black parts of a 'Mech are not just broken, they're actually missing, so shooting at a blackened location is simply wasted effort.

Multifunction Display

The multifunction display on your HUD can show you several views and panels of information. (Press F1 to toggle them.) Here's a look at which are useful, and which are pointless.

HTAL (Head Torso Arm Leg) Damage Report

The HTAL (Fig. 3-4) is the multifunction display's default setting. It's also the most useful setting, so you should generally leave the multifunction display right here for the duration of your mission. The HTAL display shows damage to your 'Mech in much the same way the targeting camera shows damage to targeted 'Mechs. This is extremely useful information, because a good MechWarrior keeps track of damage to each section of his 'Mech, and tries to shield the most damaged parts from opponents' fire.

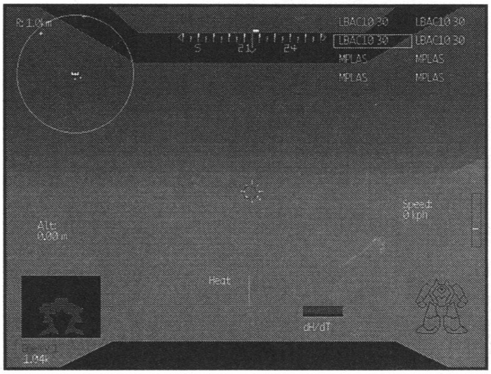


Fig. 3-4. The HTAL is displayed in the bottom right corner of the screen.

Rear View

The rear view supposedly helps you out by letting you see what's going on behind you. But in practice it's too small and limited in view to be useful. A much better way to see what's going on behind you is to use the satellite uplink (F3). You can also view a miniature version of the satellite uplink in your multifunction display, which is also better than using the rear camera.

Front View

The front camera view is supposedly good for when you've got XTC engaged. However, because in most situations you won't be using XTC, you should generally ignore the multifunction display's front camera. If you aren't clear on this point, let's put it another way: Only a moron would use this setting! Don't be a moron.

Down View

The down-view camera view lets you see what's directly beneath your 'Mech. If you have jump jets and resolve to attempt Death From Above (DFA), down view is absolutely necessary. Without down view engaged, your DFA attempts will probably fail miserably. After getting blasted continually by lasers and missiles, you'll wish you'd tried a more conventional form of attack.

Of course, the truth about DFA is that it's usually a miserable failure regardless of whether you use the down-view camera. DFA is an invitation for serious leg wounds and painful splash damage. Don't say we didn't warn you!

Satellite View

You can put a little satellite view in your multifunction display for its enhanced battlefield images and all the useful commands of your cockpit. This makes watching the satellite view in the multifunction display quite useful, but we offer one warning: You must change the view occasionally and look at the HTAL display. If you don't monitor the HTAL, you run the risk of sustaining serious damage and not noticing until it's too late and your 'Mech has been damaged irreparably.

Heat Tracking Indicator

Two Heat Indicator consists of the primary heat indicator, sometimes called the Heat Dial, and the DeltaHeat Bar. The Heat Dial gives you a graphic representation of your 'Mech's overall heat level (green is cool, yellow is warm and red is dangerously hot). Watch that needle closely, or you'll find yourself in big trouble.

The DeltaHeat Bar shows the rate of heat change in your 'Mech. This indicator is less useful at a glance than the Heat Dial, but if your Heat Dial is redlined and your DeltaHeat Bar is blue, you know your 'Mech is very hot and you're not getting rid of that heat quickly enough, and you might be in serious trouble.

Most of the time you can override your 'Mech's shutdown sequence by slapping the O (oh) key, and you won't suffer any serious consequences. The exception to this rule involves burying the needle on the Heat Dial. If you actually bury the needle (that is, send it to its maximum value, and it just sticks there), you might want to let your 'Mech override and cool down for a while. Once the needle gets buried, there's no way of telling exactly how hot your 'Mech is, so it's safe to assume that you're in dangerous territory.

TIP

Most 'Mechs are wired to shut down well before they get hot enough to explode, so overriding 'em isn't going to kill you. Just make sure to take it easy after hitting that override button.

I usually spent a few seconds just taking evasive maneuvers and watching that heat needle sink after sending in a manual override. Then, when heat was back in the normal range, I'd open fire again. If my heat didn't get back to normal pretty soon after that next set of attacks, I'd usually just take off and run, because I knew that a bunch of my heat sinks had been blown to heck, so my 'Mech wasn't shedding heat the way it should. Having no heat sinks can be as bad as having no weapons—you're tempted to keep on fighting, but you usually just end up overheating and further damaging your 'Mech.

Briefing Summary

The Briefing Summary is an extremely useful command. Press F12 to get a short list of mission objectives, like the one in Fig. 3-5. These objectives display along with their status (for example, "Completed" or "Not Completed"). After an intense fire fight, many MechWarriors find themselves dazed and distracted, and generally unable to remember what they were sent to do in the first place. Those veterans will all tell you the Briefing Summary is a great way to get your head back into the mission.

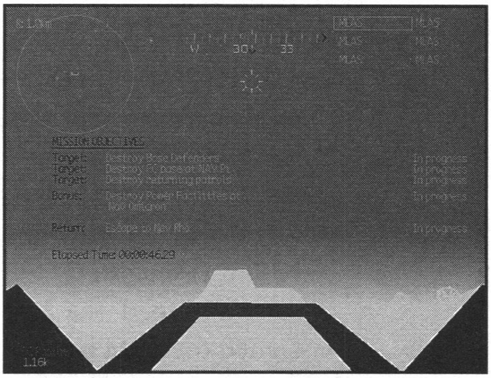


Fig. 3-5. *The Briefing Summary can help you out when you're lost.*

Handling Your Weapons

Now that we've looked at the boring stuff, it's time to venture into territory most MechWarriors are eager to learn about: weapons. You won't find any advanced techniques in this chapter, but we'll give you a good foundation for handling them in a fight, and show you what gunnery techniques are generally most effective.

Grouping Weapons

By default, all your weapons start out in the same group. However, you can organize them into several groups, often beneficial when the bullets start flying. The Weapons Grouping selection in 'Mech Bay is the best place to group your weapons, but you can also group them on the fly in combat by pressing Shift + 1, 2, 3, 4, or 5. This puts the currently selected weapon into group 1, 2, 3, 4, or 5, depending on which number you press.

In general you want to group similar weapons, or weapons that have identical characteristics. This keeps the task of firing relatively simple. Extensive strategies on various techniques of weapons grouping appear in Chapter 4.

Chain-Fire vs. Group-Fire

Your 'Mech has two distinct firing modes, Chain-Fire and Group-Fire. Both modes can be useful, depending on which weapons you possess and how you group them. Again, Chapter 4 takes a long hard look at Chain- vs. Group-Fire and the most successful strategies for employing both modes.

The backslash (\) key is the default command for switching between the two.

Chain-Fire

In Chain-Fire mode, a single weapon fires every time you press the Spacebar. Also, in Chain-Fire mode, every time you fire a weapon, the computer automatically advances to select the next weapon within the same group. How's that work, exactly? Let's take a look:

Let's say you have four weapons onboard your 'Mech—a small laser, a medium laser, a PPC, and an LRM battery. Using the grouping commands, you've grouped the lasers and the PPC into Weapons Group 1, and assigned the LRM battery to Weapons Group 2.

Now you approach an enemy and start to attack it in Chain-Fire mode. First you press the Spacebar to shoot the small laser. After the small laser fires, the computer automatically selects the medium laser. You then fire the medium laser, and the computer moves on to select the PPC. After you fire the PPC, you've reached the end of the chain of weapons in Group 1, so the computer returns you to the top of the list. The small laser is once again highlighted and ready to fire.

What if you'd wanted to fire your LRM battery? You'd need to press the apostrophe (') key, which moves you from one weapons group to another.

Note that pressing the semicolon (;) key fires all weapons in the selected group simultaneously. In other words, the semicolon allows you to simulate Group-Fire mode even if you're in Chain-Fire mode.

Group-Fire

In Group-Fire mode, pressing the Spacebar fires every weapon in your currently selected group simultaneously. In many ways this mode is superior to Chain-Fire, though it does have certain drawbacks. More on that in Chapter 4.

The computer will not automatically advance to the next weapons group after you've fired an entire group. If you wish to advance to the next group, you must use the apostrophe key, just as you would in Chain-Fire mode.

Extra Commands

There are two extremely useful commands that all MechWarriors should know about. Many pilots forget to use them, but they can both be important keys to success.

Alpha Strike

Pressing P initiates an Alpha Strike, which fires all weapons in your current group (just as if you had pressed the Spacebar in Group-Fire mode) and then automatically selects the next weapons group. This makes Alpha Strike very desirable in some circumstances.

For example, let's say your 'Mech has nine medium lasers, in three groups of three. Your plan is to Group-Fire one batch of lasers, then quickly move to the next group and fire that one, then move to the third, and so on. You could do this by entering Group-Fire mode and pressing the Spacebar to fire each group, then pressing the apostrophe to move to the next group. But in this case you can save time by just using Alpha Strike, which fires all weapons in the selected group and automatically moves to the next, eliminating the need to manually change groups. Experiment with Alpha Strike, and you'll begin to see its possibilities.

Jettison Ammunition

It's hard to keep track of everything during a battle, but you'll notice pretty quickly if some of your weapons get destroyed. If and when your projectile weapons get destroyed, you should always select those weapons and press K to jettison any remaining ammunition. This now-useless ammunition is a liability if an enemy 'Mech manages to penetrate your armor; it can blow up and do some serious damage. Ammunition can often mean the difference between an explosion that's simply debilitating and one that's outright deadly.

It takes a little extra practice to get in the habit of jettisoning wasted ammunition, but the results are often worthwhile. Don't worry about the cost of replacing that ammunition; it's minimal compared with the cost of losing a whole 'Mech.

TIP

It took me a long time to get used to jettisoning ammo, because in the middle of a fight it always seemed like there was something more important to do. But after losing my prized Atlas, Jenny, to an ammo explosion, I started paying a little more attention to that leftover ammo.

Commanding a Lance

In many of your battles, you won't be alone. You'll have a bunch of mercenary pals following you around, just waiting for you to give 'em orders. Command a specific lancemate by pressing Alt + (his or her corresponding number). Bear in mind that, as commander, you're always Unit 1, so your lancemates will always be numbered starting with 2.

Some of the following commands are quite useful in combat, while others are best avoided. Here's a run-down of your command options.

TIP

When you're sitting there in mercenary school learning about lance tactics, don't listen to all that crud about teamwork. Teamwork, shmeamwork! They just say it 'cause they have to. The fact of the matter is, most lancemates aren't worth their salt. Sad to say, but a good mercenary doesn't worry much about his subordinates, he just tries to squeeze what little he can out of 'em. If this means sending 'em out in a fast, cheap little Locust to distract three Atlases, then that's what you do. Pilots are easy to replace—'Mechs aren't.

I never used lancemates unless the job was flat-out too much for one 'Mech to handle. I did just about everything on my own.

Attack Target (Alt + A)

Target an enemy and then issue this command to your subordinates, who'll immediately try to attack it. This is an excellent combat command because of its pure simplicity. What's so great about simplicity? Well, you have to understand that your lancemates tend to perform unreliably and erratically. The more direct your commands are, the less room you give them to screw up. And commands don't get much simpler than "Hey, you. Go attack that 'Mech."

Don't expect great things from your lancemates, especially when they face agile opponents. They don't know how to group their weapons properly, and they have a hard time leading a running target. Only the very best lancemates will prove to be assets to your team.

Defend Target (Alt + D)

Target the object or 'Mech to be defended, and then issue this order to your lancemates. They'll hang around the target until someone or something tries to attack it, and then go after the attacker. This is generally a good command in missions requiring defense, but if possible you should oversee defense yourself. Defense missions can be tricky and frustrating, and your lancemates can't always do the job. However, at the very least, a lancemate set to defend a target will usually draw enemy fire away from the object he's defending.

Join Formation (Alt + J)

This command tells a lancemate to join your formation. You get to choose from a list (Fig. 3-6). However, you'll often find that your lancemate's doing something else at the time, and therefore he tends to ignore you. That's why the next command is much more useful.

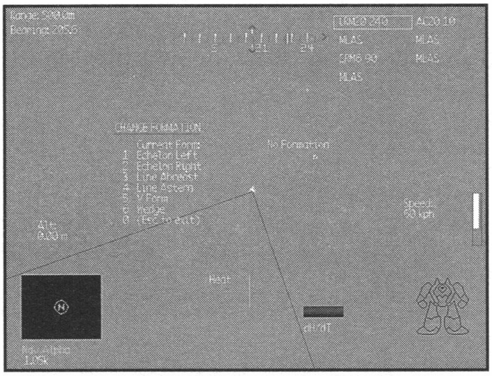


Fig. 3-6. Most mercenaries don't worry about formations. Formations are for parades, not battles.

Disengage and Reform (Alt + R)

Instead of politely asking your subordinates to join the formation, why not command them to? This order tells 'em to stop whatever it is they're doing and get the heck back into formation. They'll listen to this order regardless of what they're up to, so this is the command of choice for getting wayward lancemates back in line.

Engage at Will (Alt + W)

Uh-oh. You don't want to let your lancemates make their own decisions, do you? That just leads to trouble. They tend to get pretty confused when left to their own devices.

If you have good pilots, you can generally afford to let them attack at will, and they'll still be effective. But in general they'll do better if you give them a specific command. Otherwise you might find everyone concentrating their fire on a half-destroyed Locust while two perfectly healthy Orions bear down on you for the kill.

Shutdown (Alt + S)

This orders your lancemate to shut off his engine and cool his heels. In theory this would be a great way to set ambushes, but in practice you won't ever need this command. As a mercenary your job is usually just to go blow things up, not hide somewhere and wait for the bad guys to walk past.

You could try this particular trick on a defense mission, where you might logically expect ambushes to be a good strategy. However, I suspect you'll be less than happy with the results. The enemy generally attacks you regardless of how big a military presence you've got, and tends to notice you regardless of whether you're visible on their radar. This kills any shock or surprise value your carefully laid trap might have had.

All things considered, it's better to stage your ambushes without actually shutting down your 'Mechs.

TIP

When I was just a fledgling merc, I thought it would be clever to set an ambush around this munitions dump we were hired to defend. It was surrounded by hills on all sides, but I knew we'd show up on radar if our 'Mechs were operational. So I ordered all my pals to shut down their 'Mechs and wait for the bad guys, thinking we'd power up quickly and smash 'em when they crested those hills.

Things got pretty nervous while we were sitting down there by the plant. With the engines turned off, all our radar and targeting equipment was nonfunctional, and we had to rely on looking from side to side to see where the enemy was coming from. None of us were used to that, so when they finally did crest the ridge, we didn't realize it until the first volley of LRMs had slammed into the dump's reinforced concrete wall.

By that time it was far too late. Those guys were smart—they saw us but they just aimed for the dump, hosing it down with missiles and PPC shots while our 'Mechs took an eternity to power up and go through diagnostic checks. The dump finally blew up, sending a fireball about a mile into the air. The detonation knocked our 'Mechs off their feet and severely damaged their armor. The bad guys ran away as we lay there (probably laughing all the while). All we could do was limp back to our DropShips, and try to secure another contract before word of our failure got spread around.

Flee (Alt + F)

If all else fails and your lancemates are taking a huge beating, this command orders them to turn and run. The Flee command is useful even on successful missions: If one 'Mech in particular is getting hosed or has lost most of its weapons, you should send it away from the battle. Also, if you've essentially completed your mission and all that's left is a little cleanup work, you might want to send your extra 'Mechs home so they don't get scratched up any further.

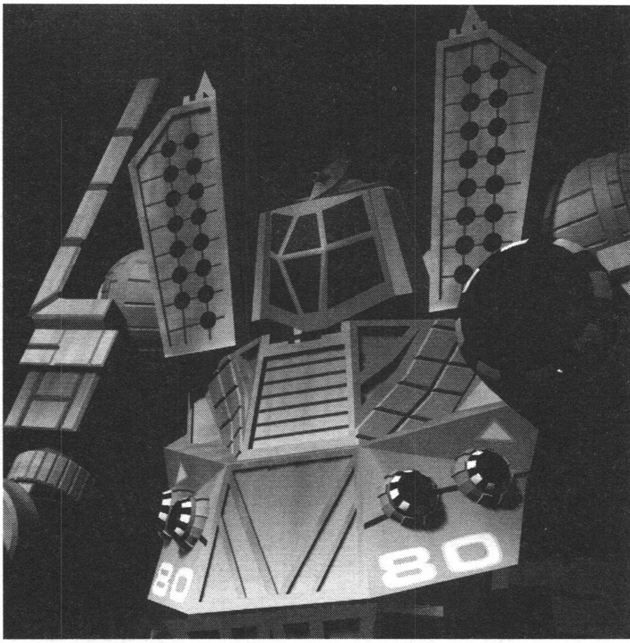
And So Forth . . .

This concludes our look at basic 'Mech handling and combat procedures. Much of this has been a review, but by remembering what you've just read, you can make yourself a significantly better MechWarrior. Remember that it's the little things, such as choosing a good control method or targeting your enemies efficiently, that form the foundation of superior combat skills.

Now let's proceed to Chapter 4, where we'll look at some of the finer points of combat—strategy, tactics, and the ins and outs of what makes 'Mech combat work.

Chapter 4

Advanced Mercenary Tips and Tricks



All right, MechWarrior. You've learned the basics. In this chapter we'll dispense with all the textbook nonsense and get right to the core of what makes a mercenary unit successful. There are no unproved theories, half-baked techniques, or unproved tactics in this chapter. This is where the Tri-M instructors tell you what works based on their extensive experiences in the field. After you've piloted for a few years, you might come to disagree with some of the things that you read in here, but until that time comes, if it comes, you should consider the following pages your mercenary gospel.

Single 'Mech Tactics

You'll fight many of your battles alone. Other times you won't actually be alone, but you'll feel like it: You'll have support in the form of MechWarriors and aerospace pilots, but if they aren't particularly skillful, they don't count for much but cannon fodder.

Piloting a 'Mech isn't as difficult as piloting an aerospace fighter, at least in terms of tactics. Since 'Mechs can't fly, or at least they can't fly for very long, most fighting will take place on a two-dimensional battlefield. So while aerospace fighters must concern themselves with all sorts of complicated three-dimensional maneuvers like barrel rolls and Immelmann turns, all you have to worry about is good, old-fashioned ground combat. And because 'Mechs aren't as mobile or versatile as humans, you'll find that only a few battle tactics really work. Becoming a superior MechWarrior is more a question of improving your ability to employ those basic tactics than of learning new ones. The following pages detail the most fundamental considerations of any mechanized battle.

Understanding and Capitalizing on Combat Range

The first thing you'll have to deal with as you approach your enemies is range. Because BattleMechs can carry a wide variety of weapons, each with a different range, there's no easy rule about what range to maintain during a fight.

As we mentioned previously in this manual, fighting at extremely close range (for example, flamer or machine-gun range) can be very difficult; it allows poor opponents to score direct hits on your 'Mech. This is also a major reason why Death From Above, the practice of jump-jetting onto an enemy 'Mech's head, is not recommended.

Aside from this minor limitation, you can fight at any range you feel comfortable with. Your main directive is to know your 'Mech's capabilities, and stay at a range that's best for its weapons systems.

TIP

I prefer using weapons that work at 'most any range. Some weapons have long ranges on paper, but in actual battle you'll find they're only effective for part of that range. For instance, LRMs don't work well at short range, even though you could theoretically use 'em there. And PPCs tend to miss at long range, because the plasma balls they fire are so unbearably slow. Lasers, on the other hand, work just fine at any distance.

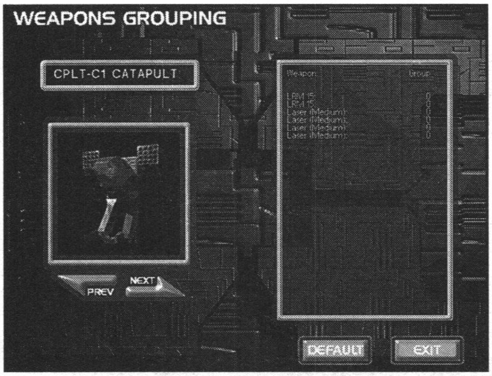
Customizing a 'Mech for Specific Ranges

Beginning MechWarriors like the idea of versatility. They think it's a good idea to have weapons for all ranges on their 'Mech, so they're prepared for any situation. We at Tri-M take a different view of 'Mech customization. Instead of throwing a mishmash of ranged weapons systems onto the 'Mech, we suggest you load up on weapons that work at one particular range.

There are two reasons for this kind of specialization. First, a 'Mech loaded with LRMs, SRMs, machine guns, and a PPC might seem prepared for combat at any range, but how well is it prepared? Versatility tends to equal weakness in the world of 'Mech combat. It's usually better to load up on one particular system and then try to fight at the optimal range for that system.

Also, by putting weapons of a very specific range on your 'Mech, you'll find that you never have to wonder what range to maintain during combat. MechWarriors with a wide array of weapons systems can get confused, nervously weaving in and out of close combat, trying to find the best range for their 'Mech's weapons. Specializing your weapons systems eliminates this sort of uncertainty. You'll always know exactly where to go.

What's the safest range to optimize your 'Mech for? Medium. Furthermore, the safest weapon to employ is the medium laser. Large lasers are also fine, because you can use them effectively at both short and long ranges.



Weapon	Group
LRM 15	[illegible]
LRM 15	[illegible]
Laser (Medium)	[illegible]
Laser (Medium)	[illegible]
Laser (Medium)	[illegible]
Laser (Medium)	[illegible]

Fig. 4-1. A typical configuration includes multiple lasers for general combat, plus LRMs to soften up targets from afar.

The Value of Long-Range and Short-Range Weapons

While medium range is indeed the safest, there are times when you'll want to use weapons designed for extremely long or short ranges instead.

For example, it's perfectly fine to design a 'Mech with lots of mid-range punch, then add several batteries of LRMs (see Fig. 4-1). The LRMs will help you soften up your opponents before they get within your optimal striking distance. However, it's highly risky to build a 'Mech based entirely around long-ranged weapons, because any 'Mech big enough to hold a respectable amount of LRMs or PPCs probably isn't fast enough to maintain that long range against a smaller, faster opponent who's actively trying to close the gap. And most of your enemies will in fact try to close the gap, even if they've geared their weapons more for long-range fire support roles.

In general, you should avoid extremely short-range weapons, for the foregoing reasons. The chief exception to this rule is the AC/20, which makes up for its short range with awe-inspiring power. However, even the AC/20 isn't enough to let you break the rules completely. A complement of medium or large lasers is essential on AC/20 'Mechs, for two reasons: to compensate for the AC/20's lack of range when confronting distant, agile foes, and to help conserve precious AC/20 ammo (or replace the AC/20 when all its ammo has been used up).

"Natural" Combat Range

It may seem obvious, and we made the point earlier in this book, but it can't hurt to stress again that most combat in *MechWarrior 2: Mercenaries* naturally tends to occur at mid- to close range. Enemy pilots will unfalteringly close the gap until you're extremely close, and then weave back and forth in a strange approximation of a Circle Fight.

Understanding this tendency allows you to plan ahead, and gives you a little insight into why certain tactics work as well as they do. Hiding behind large buildings and waiting for your opponents to round the corner will work, because you can rest assured your foes won't be hiding on the other side of the building waiting for you to make the move. Long-range slugfests, on the other hand, are not feasible unless you've got a fast 'Mech with jump jets, so you can continually jet backwards to maintain good separation from your foes.

TIP

I dunno why this is, but enemy pilots with twin LRM-20 racks and multiple batteries of PPCs will often charge right at you. This makes it even more tempting to load up on short-range weapons, so you can make 'em pay dearly for their stupidity when they get within shouting distance.

Controlling Combat Range

Your opponents all like to charge in for the kill, but that doesn't mean you're powerless when it comes to determining combat range. It just means you must work harder than usual to achieve the range you want. Here's what you can realistically expect to do:

1. Push the fight out to extreme medium range, or close the fight to within 100 meters, depending on your angle of approach. Note that doing this will sometimes make you easier to hit, because you'll be walking toward or away from your enemy (more or less) instead of laterally across his field of vision.
2. Maintain a long-range fight indefinitely if you're faster than your opponent, by turning and fleeing for a while, then pivoting and unloading your long-range weapons. Optionally, you can prolong a long-range fight if you have jump jets by jetting backwards periodically. Eventually you'll run low on jet fuel, though, and the distance between you and your foe will indeed close.

Bear these facts in mind when you chose weapons for your 'Mech, and when you stride onto the battlefield.

Successful Combat Techniques

We said that 'Mech combat isn't particularly fancy, and we meant it. Following are the two combat techniques (and a variation) that form the basis of all but the most unusual MechWarrior's combat routines. Learn to execute these two techniques flawlessly, and you'll have a long and prosperous mercenary career.

The Hit and Run

The "Hit and Run" technique involves hiding behind a large terrain feature as your opponent approaches, then letting him have a dose of Group-Fired close-range weapons as he rounds the corner. It's a simple tactic, but do you know what? Your enemies are impatient enough that they'll always fall for it.

The ideal Hit and Run is set in an urban location, where tall office buildings provide perfect hiding spots. And the ideal Hit and Run weapon is the AC/20, which can rip a 'Mech to shreds in mere seconds.

That's not to say this tactic won't work elsewhere. Mesas, cliffs, sand dunes, and other obstacles can provide you with excellent Hit and Run opportunities. Just make sure the obstacle you're hiding behind is actually big enough to hide your entire 'Mech, and that the obstacle can't easily be destroyed. More than one Hit and Run attempt has failed when the hiding MechWarrior discovered his opponent had a clean shot at the fully exposed top of his 'Mech's head. And nothing makes a Hit and Run fail more miserably than when the building or structure you're hiding behind gets blasted to the ground, leaving you standing there like an idiot.

The second part of the Hit and Run, of course, is running. Unless you can actually destroy or incapacitate your enemy with that first shot or two, you should immediately get moving, or you'll be peppered with enemy fire. If your 'Mech is reasonably fast and the terrain is right, you can run directly to the other side of the obstacle and wait for your foe to approach you again, thus setting up another opportunity for a cheap shot. If either the terrain or 'Mech is unsuited to another attempt, initiate a Circle Fight instead.

TIP

Some types of 'Mech aren't suited to Hit and Run tactics. If you don't have much punch at short range—five grouped medium lasers, or a big autocannon, or something comparable—you're better off just sticking to the Circle Fight. Trying to set ambushes with an inappropriate 'Mech will only get you hurt.

The Circle Fight

Most of the time you won't have any convenient rocks to hide behind, so employing the Hit and Run isn't feasible. What then? The most tried-and-true method of 'Mech combat is known as the "Circle Fight." As the name implies, the essence of the Circle Fight is to run in a big circle around your foe, torso twisted inward so you can fire at him the entire time.

Of course, your opponent will seldom be standing still, so you won't run in a perfect circle. But because you'll constantly be turning inward (that is, toward your opponent) just to keep him inside the arc of your weapons, inevitably you'll find yourself running in a roughly circular pattern. Figure 4-2 shows an overhead view of a 'Mech approaching a static target and then beginning a Circle Fight; if the central target also chose to begin a Circle Fight, then the two 'Mechs' paths would look like a closed circuit from overhead, each 'Mech running in the same direction around an imaginary ring, shooting until one is eventually destroyed.

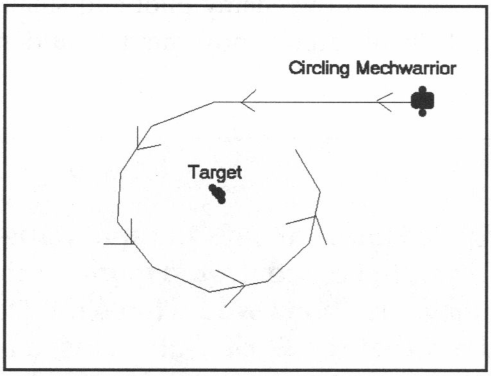


Fig. 4-2. This illustration shows an overhead view of a Circle Fight against a static target.

That brings us to a very important aspect of the Circle Fight: A good MechWarrior tracks the damage to his 'Mech while using this maneuver. When the side of his 'Mech facing the enemy becomes severely damaged, he stops in his tracks, turns, and begins another Circle Fight in the opposite direction. This allows him to present his undamaged side to the enemy, and protect his already-damaged side.

A good enemy pilot will try to prevent you from doing this, and will try to maneuver to a position where he can attack your damaged side. However, if you're traveling at a relatively low speed, you'll find that you can turn your 'Mech around quite rapidly. Therefore, it's very tough for an opponent to attack a side of your 'Mech you're actively trying to protect; you can merely spin around if you want to hide a damaged arm or leg, and then he must trot all the way around your 'Mech's body just to get a good look at it again. When he does, you can simply pivot in the other direction.

You'll rarely need to employ this evasion technique against the typical Inner Sphere pilot. Most opponents simply allow you to turn either side of your 'Mech toward them.

The Modified Circle Fight

You won't always be fighting in a perfect circle when you use the Circle Fight. Sometimes terrain obstacles force you to chop off a part of your circle, and other times you'll find your enemy is too mobile or distant to run circles around. In this case you'll use a "Modified Circle Fight." You see, it isn't the circle itself that matters; that's just the shape a Circle Fight generally takes on when you observe it from above. The important part is to keep running in a direction perpendicular to the 'Mech or vehicle you're fighting, not toward or away from it. This perpendicular motion assures that your 'Mech will move quickly across his viewscreen, thus making it harder for him to hit you. If you were to run straight toward or away from him, your 'Mech would not really move at all on his viewscreen. You'd appear larger as you got closer to the enemy pilot and smaller as you got farther away, but your lack of lateral movement would make you an extremely easy target.

TIP

When I first learned about the Circle Fight, I always thought it meant you had to run in perfect circles. As a result, I concentrated more on circles than on actually fighting, and I got hurt more than I would have if I'd just stood my ground. Eventually I figured out that the Circle Fight is just a name for the highly mobile combat style that usually wins mechanized battles.

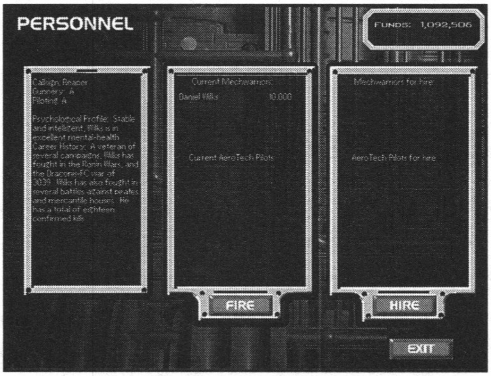
Enemy 'Mechs engage in sort of a pseudo-Circle Fight. Instead of continually running around your 'Mech one direction, they'll run in one direction for a while, stop, run in another direction, stop, and repeat the maneuver. This technique forms sort of a serpentine pattern when viewed from overhead. It can be an effective alternative to the pure Circle Fight, but it's also more work, because you must continually change your 'Mech's speed and heading to use it properly. Try it and decide for yourself if you prefer it to a simple Circle Fight.

Lance Tactics

The brunt of your mercenary work will always rest squarely upon your shoulders, but a good supporting cast certainly doesn't hurt. Ideally your subordinates will assist you by eliminating the occasional 'Mech or gun turret, or by destroying a distant target while you concentrate on the main mission goals. Even in a worst-case scenario, your helper 'Mechs are useful for distracting opponents. What follow are a few tips on getting the most out of your subordinates.

Which MechWarriors to Hire

Hire good MechWarriors, and stick with them once they've proven themselves. A MechWarrior's combat ability tends to equate directly to his salary. Top-of-the-line MechWarriors have salaries around 10,000 C-Bills per month, and you can consider that a steal. After all, only the very best MechWarriors are capable of destroying enemy 'Mechs with any kind of regularity. Plus, hiring good personnel ensures that your precious 'Mechs aren't reduced to scrap piles on the battlefield.



Callsign: Reaper
Gunnery: A
Piloting: A

Psychological Profile: Stable and intelligent, Wilks is in excellent mental-health Career History: A veteran of several campaigns, Wilks has fought in the Ronin Wars, and the Draconis-FC war of 3039. Wilks has also fought in several battles against pirates and mercantile houses. He has a total of eighteen confirmed kills

Daniel Wilks 10,000

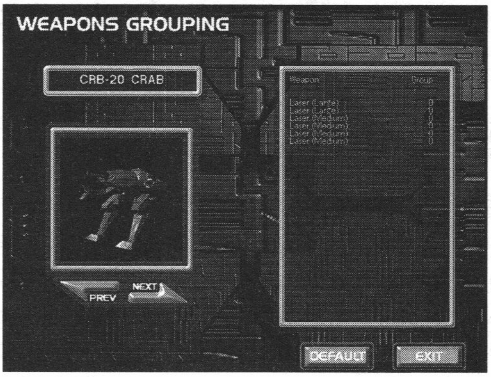
Fig. 4-3. Daniel Wilks is a great guy to have on your team.

Daniel Wilks, whose vital statistics appear in Fig. 4-3, is an example of a great MechWarrior. Keep an eye out for him when you scout for employees. If you happen to see him, grab him and make him a permanent addition to your team. He's a solid backup man regardless of what type of 'Mech he's in, and he'll regularly score kills during your toughest missions. Furthermore, when it comes time to repair your 'Mechs after a trying mission, it's not uncommon to find that your own 'Mech is much more damaged than Daniel's. Sometimes his 'Mech is completely untouched.

Which 'Mechs to Give Lancemates

What sort of 'Mechs should you give your lancemates? Chapter 2 offered a few suggestions, but here are some even more specific strategies.

When you first start out, you don't have enough cash to buy a new 'Mech. However, if you're lucky, you'll soon get one from the salvage pile. Take that salvaged 'Mech and fix it up. If it's bigger than your Commando, then you should probably pilot it yourself and give the Commando to a subordinate. Regardless of which 'Mech you assign your teammate, make sure it's been fitted with several medium or large lasers, and perhaps a heat sink or two. And make sure all the vital equipment has been removed from the 'Mech's arms; the same rules that apply to customizing your own 'Mechs apply to your teammates'.



Weapon	Group
Laser (Large)	0
Laser (Large)	0
Laser (Medium)	0
Laser (Medium)	0
Laser (Medium)	0
Laser (Medium)	0

Fig. 4-4. This Crab is a good 'Mech for your lancemates to drive. Make sure to move those lasers out of the arms, though.

Continue collecting salvage 'Mechs, and increase the tonnage of both your 'Mech and your teammate's. Eventually you can decide whether to add a third member to your team and let him pilot another salvaged 'Mech, or sell two of the smaller salvaged 'Mechs and buy a big one for yourself.

The Crab design is a personal favorite of Tri-M instructors. It's low to the ground, good-sized for just about any sort of mission (50 tons), not too fast but usually not too slow, and it can hold enough lasers to make your lancemates into effective warriors. (See Fig. 4-4.)

Controlling Your Lancemates

We noted earlier that the best command to give your lancemates is Attack Target (Alt + A). This is a simple, no-nonsense order they can't misinterpret. Defend or Engage at Will orders are usually effective, but your lancemates will occasionally do stupid things such as engage an enemy 'Mech that doesn't pose a real threat while ignoring one that does. After watching your lancemates shoot endlessly at an incapacitated 'Mech that's already had a leg shot off, or exchange several minutes of fire with a speedy 20-ton 'Mech that couldn't hurt a flea, you'll see the practical value of using Attack Target almost exclusively.

The Value of Formations

You can command your lancemates to join a marching formation at any time, and even choose the exact formation from a small onscreen list. We won't examine the pros and cons of those different formations, however, because they're all next to useless. You're much better off just sending your lancemates away to attack specific targets. When they're through fighting, they'll automatically come back and follow you again.

Formations tend to restrict your lancemates. They don't fire much at the enemy when they're forced to march in formation, and it needlessly restrains their natural maneuvering abilities. The idea of blazing through enemy ranks in tight formation might sound appealing, but you should avoid using marching formations at all costs.

Evasive Maneuvers

Your Tri-M instructors have found two types of evasive maneuvers particularly effective over the years. Both involve using the satellite uplink to some degree, as the uplink is an excellent tool both for navigating and for dodging.

Satellite Uplink Evasive Maneuvers

We've said it before, but we'll say it again. Use the satellite uplink frequently when you aren't in combat. It lets you avoid shots when you're fleeing, gives you a great sense of your surroundings, and if you take a moment or two in the middle of combat to watch the satellite uplink, you'll also get a better understanding of how combat really works.

Huh? What's that supposed to mean? Well, weapons fire shows up on the satellite uplink just as 'Mechs do. If you watch your opponent on the uplink during a Circle Fight, you can actually see which shots are hitting you and which are missing, and whether your opponents are leading you too much (that is, shooting in front of you) or too little (shooting behind you). If you watch enough, you'll see how to adjust your technique so you won't get hit as often. Maybe you need to drift out to a longer range, or increase your speed. Implement these changes while you're watching the satellite uplink, and you can test various theories.

You can also see how your opponents and teammates like to fight when you're watching the uplink. Notice how enemy pilots tend to get stuck at the edges of buildings, weaving back and forth but never actually rounding the corner. And watch the unusual patterns that both your opponents and your teammates walk in while fighting. This sort of observation gives you a much better sense of other MechWarriors' movement patterns than you can get by watching them normally.

City and Terrain-Based Evasive Maneuvers

Even with a slow 'Mech, you can avoid getting shot if you're inside a city or on particularly rough terrain (for example, mesas or sand dunes). Just weave through the obstacles at top speed, and use the satellite uplink (as always) both to avoid any stray shots that get past the obstacles, and to plan your course most effectively.

Miscellaneous Mercenary Advice

Hey, who said that good advice always fits into neat little packages? This is a book about being a mercenary, not a meaningless fortune cookie. As such, we have a few things we'd like to teach you that don't fall under any particular heading. Bear with us and read carefully, because the following grab bag of advice contains some particularly useful tidbits.

When to Save the Game

Save the game after every mission. If you're on a campaign, be careful not to save over (and thereby destroy) the saved game that dates back to before you accepted the campaign. That way if you get into trouble, you can always restore the pre-campaign game and avoid the problematic campaign altogether.

If you intend to buy a 'Mech, you should save the game before making your purchase, then save it again after you make the purchase—in a different saved game slot. Now you have two different saved game positions to return to if you happen to fail in your next mission. You can return to the post-purchase saved game if you think your new 'Mech is fine, or you can use the pre-purchase saved game if you think your new 'Mech is rotten, and you'd have succeeded if only you'd piloted a different one.

Because there are only so many saved-game slots, you'll eventually have to overwrite old saved games. Just make sure to label your saved games clearly so you can easily identify which saved games are old and worth erasing and which are new.

Implementing Clan Technology

As you proceed through your campaigns, periodically check the news feed in the Starport and the Arms Merchant. You'll notice that Clan technology slowly begins to appear as time goes by—Streak SRMs, Inferno missiles, ER lasers, and so forth.

Don't abandon your old weapons in favor of the new ones. But if a particularly good weapons system, such as Streak SRM-6, appears, buy it and hold onto it. When you have a sufficient number of them in your inventory, you can add that system to your 'Mechs'. If you try to add the system before you've stockpiled replacement parts, you're just inviting trouble: What if you lose that weapon in combat? You'll have to recustomize your 'Mech, an unpleasant and costly process.

TIP

I never got too excited about new technology. The old stuff works almost as well, and you don't have to worry about weapons shortages. Of course, there are a few things I might go out of my way to get my hands on. Streak missiles make targeting so easy that I might actually start using missiles instead of medium lasers! Infernos are special missiles that raise the heat level of their target; I wouldn't bother much with them. Now, those Ultra AC/20s and LB/X autocannons—those are worth a look. But the laser upgrades aren't much use. I'd use ER lasers over regular ones, but pulse lasers seem more trouble than they're worth.

What about equipment, you say? Most of it's worthless. Except for those specialized double heat sinks, that is. Give me 20 of those and a lance of Atlases, and I believe I could take over the Inner Sphere.

Winning the Game

We bet you're wondering how to "win" the game. Well, we wouldn't want to spoil everything, but here are a few hints.

You don't have to take any sort of predetermined path to get a "happy ending" movie at the finish. Choose whichever contracts you want to! However, you must participate in the Battle of Luthien when the time comes. Keep a lookout for Luthien-related missions.

Also, you'll get a "poor man's ending" if you finish the game without accumulating enough cash. So even while you're trying to upgrade your 'Mechs, you should keep an eye out to stockpile some C-Bills for the future. By the time the Battle of Luthien is over, you'll want to have at least

15 million C-Bills in the bank. This won't be terribly difficult if you don't buy too many 'Mechs, and if you're fairly lucky when it comes to salvage. Missions offering good salvage rights can be extremely rewarding! If you finish a mission that offers good salvage rights, but you didn't get anything good, you might want to try it over again and see what you get next time. There's a massive difference between getting a few spare weapons and getting a whole 'Mech in salvage!

Cheat Codes?

Tri-M diplomats begged and pleaded with the designers of *MechWarrior 2: Mercenaries*. "Please give us the cheat codes!" they said. But it all came to nothing. The designers stood their ground.

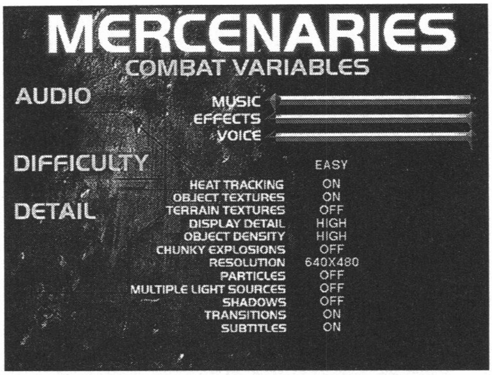
There are indeed cheat codes for the game, but the only way you can get them is to periodically check Activision's Web site (www.activision.com), where we suspect they'll periodically be released, perhaps one or two every month, over the next few months.

We at Tri-M extend sincere apologies for this lack of cheat codes. We know that all good mercenaries are cheaters at heart: As the saying goes, "If you aren't cheating, then you aren't trying." But the game producers felt cheat codes would only ruin the game if they released them too early.

Adjusting Game Difficulty

Without cheat codes, there's no way to make the game ridiculously easy. However, don't forget about the Difficulty Adjustment setting in the Combat Variables screen (Fig. 4-5). Setting the game difficulty to Easy will make your opponents much less formidable, and soften up their armor considerably. If you're a fairly decent MechWarrior, you're lucky enough to salvage a few 'Mechs and hire good mercenaries to pilot them, and you follow our recommended 'Mech customization strategies, we think you'll stand an excellent chance of winning the game. If any particular campaign gives you real problems, you can always avoid it—or check out the last part of this manual for detailed strategies on winning.

If you find you have problems aiming, it's likely a lack of computer horsepower. Turn off some graphics options and see if combat runs more smoothly. If all else fails, bite the bullet and switch to 300 x 200 resolution, which should make the game run well on most systems.



DIFFICULTY EASY

DETAIL
HEAT TRACKING ON
OBJECT TEXTURES ON
TERRAIN TEXTURES OFF
DISPLAY DETAIL HIGH
OBJECT DENSITY HIGH
CHUNKY EXPLOSIONS OFF
RESOLUTION 640X480
PARTICLES OFF
MULTIPLE LIGHT SOURCES OFF
SHADOWS OFF
TRANSITIONS ON
SUBTITLES ON

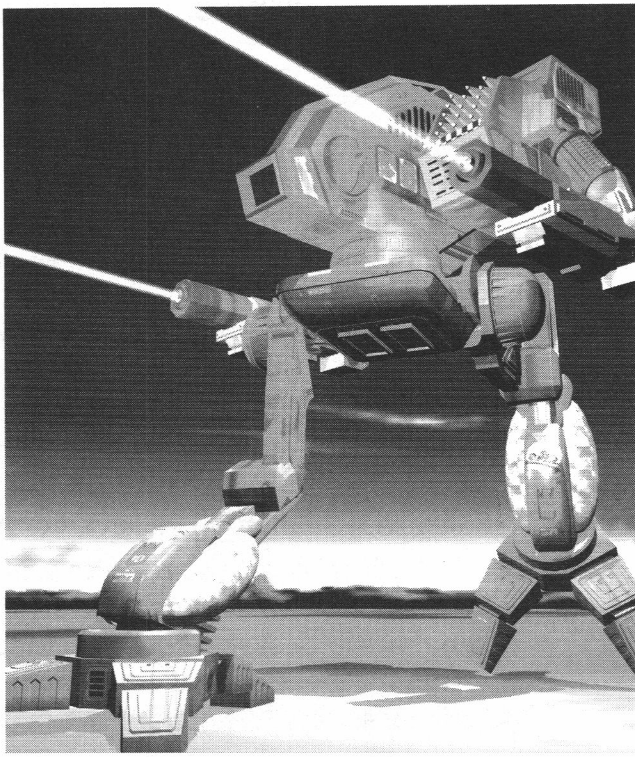
Fig. 4-5. The Easy setting will make most missions bearable.

On to the 'Mech Roster

The next chapter is a roster of every Inner Sphere 'Mech you could possibly encounter in *MechWarrior 2: Mercenaries*. It's a handy reference guide when you're shopping for a new 'Mech, and it's also a lot of fun to read.

Chapter 5

The 'Mech Roster



For the benefit of new mercenaries, Tri-M has assembled an encyclopedia of Inner Sphere 'Mechs. This 'Mech Roster will aid you when it's time to purchase a new 'Mech; instead of digging through the incomplete statistics provided by the 'Mech vendor, refer to this guide for a look at all possible 'Mechs, and all the details associated with each 'Mech type.

The data you'll find here was taken straight from ComStar archives. In some cases the prototype 'Mechs you'll find here differ somewhat from the models you'll encounter on the market. This is especially true of later model 'Mechs and rare Star League 'Mechs, as well as revamped versions of old 'Mech types. Always double-check the version number preceding the 'Mech name at the Factory against this roster's 'Mech version number to ensure you're looking at the same model. For example, you might find an STN-3K version of the Sentinel at the 'Mech Factory, while the Sentinel we list here is the STN-3L model. For the most part, however, the 'Mechs at the Factory are identical to those we cover here, or nearly identical with minor technological differences.

Use this data to compare 'Mechs of different types and tonnages, and to get a sense of what 'Mech you'd most like to pilot. There's a world of possibilities out there, and the 'Mech roster will help you make a decision.

Most of the following 'Mech statistics are self-explanatory. A few, however, are not.

Under "Armor," you'll find two numbers, a large number followed by a smaller number. In the case of the Hornet, these numbers are 63 and 3.5. The second number is tonnage; there are 3.5 tons of armor on the 'Mech, which breaks down into 63 "armor points." The chart following these two numbers indicates the placement of these 63 armor points amongst the different body parts of the 'Mech: the head, legs, arms, and so forth. Also noted in this chart is each location's "Internal Structure," a measure of each body part's strength, regardless of armor. The higher the Internal Structure, the less likely that a limb will be severed once its armor has been blasted away.

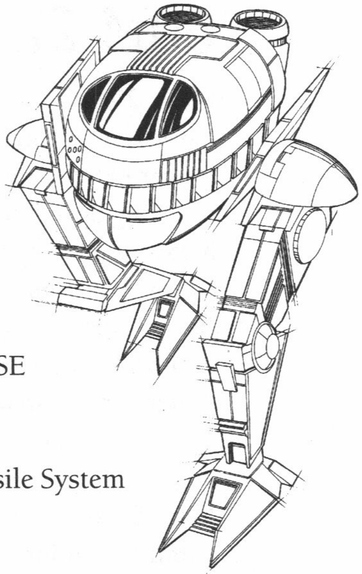
The final chart shows each weapon and piece of equipment on the 'Mech, along with position, tonnage and the number of critical spaces it occupies. What are critical spaces? Each 'Mech body part has a finite amount of space inside for weapon and equipment storage; this is measured in units called "critical spaces." The more critical spaces an item occupies, the bulkier that object is.

Light 'Mechs

Any 'Mech between 20 and 35 tons is considered a Light 'Mech. BattleMechs of this tonnage can be useful in early combat missions and for reconnaissance purposes, but for the most part you'll be piloting heavier models throughout your career.

Still, a Light 'Mech can be deadly in the right hands. Some mercenaries have spent their entire careers in Light 'Mechs, enjoying the lower maintenance costs associated with the light models.

HNT-171 HORNET



Mass: 20 tons
Chassis: Corean Model KL77 Endo Steel
Power Plant: Hermes 100
Cruising Speed: 54kph
Maximum Speed: 86kph
Jump Jets: Pitban LFT-50
Jump Capacity: 90 m
Armor: StarGuard CIV Ferro-Fibrous with CASE
Armament: 1 Holly LRM-5
1 Martell Medium Laser
1 MainFire Point Defense Antimissile System
Manufacturer: Kallon Weapon Industries
Primary Factory: Talon (Wernke system)
Communications System: Tri-Word Duplex 4880
Targeting and Tracking System: Dalban HiRez II

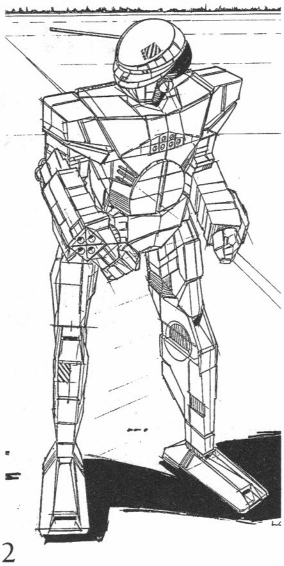
Type: HNT-171 Hornet	*Tons*
Tonnage: 20 Tons	20
Internal Structure: Endo Steel	1
Engine: Hermes 100	3
Heat Sinks: 10	0
Gyro:	1
Cockpit:	3
Armor: 63	3.5

	Internal Structure	*Armor Value*
Head:	3	7
Center Torso:	6	8/4
Rt./Lt. Torso:	5	8/2
Rt./Lt. Arm:	3	6
Rt./Lt. Leg:	4	6

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LRM-5	RT	1	2
Antimissile System	H	1	.5
Ammo (LRM) 48	LT	2	2
Ammo (Antimissile) 12	LT	1	1
CASE	LT	1	.5
Medium Laser	RA	1	1
Jump Jets	CT	1	.5
Jump Jets	LT	1	.5
Jump Jets	RT	1	.5

COM-2D COMMANDO



Mass: 25 tons
Chassis: Coventry Metal Works
Power Plant: Omni 150
Cruising Speed: 64.8kph
Maximum Speed: 97.2kph
Jump Jets: None
Jump Capacity: None
Armor: Lexington Limited
Armament: 1 Shannon Six-Shooter Missile Pack
1 Coventry 4-Tube Missile System
1 Hesperus-B3M Medium Laser
Manufacturer: Conventry Defense Conglomerate
Communications System: TharHes Crystal Flower RG-2
Targeting and Tracking System: TharHes Star Shark

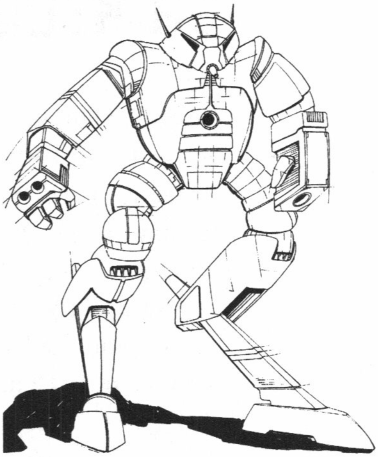
Type: COM-2D Commando	*Tons*
Tonnage: 25 Tons	25
Internal Structure:	2.5
Engine: Omni 150	5.5
Heat Sinks: 10	0
Gyro:	2
Cockpit:	3
Armor: 64	4

	Internal Structure	*Armor Value*
Head:	3	6
Center Torso:	8	8/4
Rt./Lt. Torso:	6	6/3
Rt./Lt. Arm:	4	6
Rt./Lt. Leg:	6	8

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
SRM-6	CT	2	3
Ammo (SRM-6) 15	LT	1	1
SRM-4	RA	1	2
Ammo (SRM-4) 25	RT	1	1
Medium Laser	LA	1	1

MON-66 MONGOOSE



Mass: 25 tons
Chassis: Kell/D
Power Plant: Nissan 200
Cruising Speed: 86kph
Maximum Speed: 130kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell GA3 Ferro-Fibrous
Armament: 3 Sorenstein Medium Lasers
1 Starflash Plus Small Laser
Manufacturer: Diplan 'Mechyards of Ozawa
Communications System: ON-5
Targeting and Tracking System: Beagle Active Probe

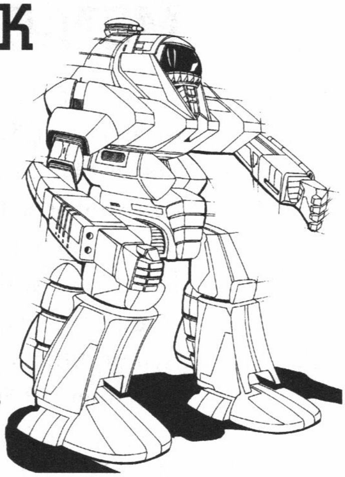
Type: MON-66 Mongoose	*Tons*
Tonnage: 25 Tons	25
Internal Structure: Endo Steel II	1.25
Engine: Nissan 200	8.5
Heat Sinks: 10	0
Gyro:	2
Cockpit:	3
Armor: 90	5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	8	12/4
Rt./Lt. Torso:	6	10/2
Rt./Lt. Arm:	4	8
Rt./Lt. Leg:	6	12

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	CT	1	1
Small Laser	H	1	.5
Beagle Probe	LT	2	1.5

BH-K305 BATTLE HAWK



Mass: 30 tons
Chassis: Maltex 40
Power Plant: 150 XL
Cruising Speed: 54kph
Maximum Speed: 86kph
Jump Jets: Luxor 2/Q
Jump Capacity: 150 m
Armor: Paulina Heavy Ferro-Fibrous
Armament: 3 Defiance P5M Medium Pulse Lasers
1 Hovertec Streak SRM-2 Pod
1 McArthur Antimissile System
Manufacturer: Defiance Industries
Primary Factory: Hesperus II
Communications System: TharHes Thalia HM-22
Targeting and Tracking System: TharHes Ares-5B

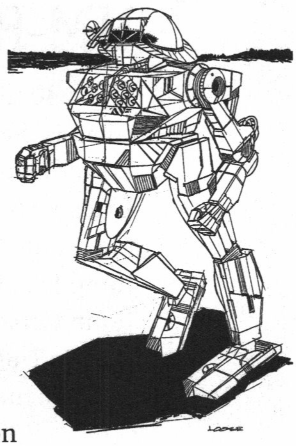
Type: BH-K305 Battle Hawk	*Tons*
Tonnage: 30 Tons	30
Internal Structure:	3
Engine: 150 XL	2.75
Heat Sinks: 11(22)	1
Gyro:	2
Cockpit:	3
Armor: 99	5.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	10	16/4
Rt./Lt. Torso:	7	11/3
Rt./Lt. Arm:	5	10
Rt./Lt. Leg:	7	12

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
Antimissile System	H	1	.5
Ammo (Antimissile) 12	CT	1	1
SRM-2 Streak	LA	1	1.5
Ammo (SRM Streak) 50	LA	1	1
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	RA	1	2
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jet	CT	1	.5

JVN-10N JAVELIN



Mass: 30 tons
Chassis: Duralyte 246
Power Plant: GM 180
Cruising Speed: 67.3kph
Maximum Speed: 95.9kph
Jump Jets: Rawlings 95
Jump Capacity: 180 m
Armor: Star Guard I
Armament: 2 Arrowlite SRM-6 Racks
Manufacturer: Stormvanger Assemblies, Light Division
Communications System: Garret T10B
Targeting and Tracking System: Dynatec 128C

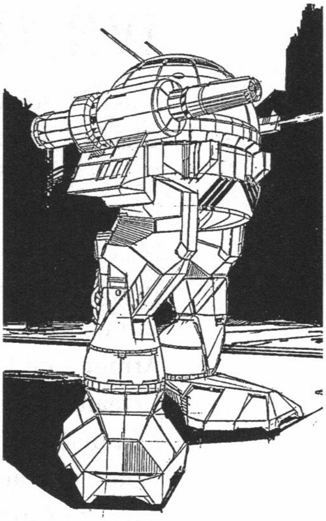
Type: JVN-10N Javelin	*Tons*
Tonnage: 30 Tons	30
Internal Structure:	3
Engine: GM 180	7
Heat Sinks: 10	0
Gyro:	2
Cockpit:	3
Armor: 64	4

	Internal Structure	*Armor Value*
Head:	3	6
Center Torso:	10	8/2
Rt./Lt. Torso:	7	8/2
Rt./Lt. Arm:	5	6
Rt./Lt. Leg:	7	8

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
SRM-6	RT	2	3
Ammo (SRM) 15	RT	1	1
SRM-6	LT	2	3
Ammo (SRM) 15	LT	1	1
Jump Jets	CT	2	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1

UM-R60 URBANMECH



Mass: 30 tons
Chassis: Republic-R
Power Plant: Leenex 60
Cruising Speed: 21.6kph
Maximum Speed: 32.4kph
Jump Jets: Pitban 6000
Jump Capacity: 60 m
Armor: Durallex Medium
Armament: 1 Imperator-B Autocannon
1 Harmon Light Laser
Manufacturer: Orguss Industries
Communications System: Dalban Interact
Targeting and Tracking System: Dalban Urban

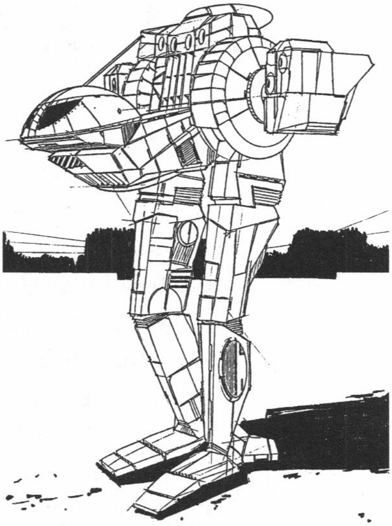
Type: UM-R60 Urbanmech	*Tons*
Tonnage: 30 Tons	30
Internal Structure:	3
Engine: Leenex 60	1.5
Heat Sinks: 11	1
Gyro:	1
Cockpit:	3
Armor: 72	6

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	10	11/8
Rt./Lt. Torso:	7	8/4
Rt./Lt. Arm:	5	10
Rt./Lt. Leg:	7	12

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
AC/10	RA	7	12
Ammo (AC) 10	RT	1	1
Small Laser	LA	1	.5
Jump Jets	CT	2	1

JR7-D JENNER



Mass: 35 tons
Chassis: Diplan Scout-A
Power Plant: 245 Magna
Cruising Speed: 75.6kph
Maximum Speed: 118.8kph
Jump Jets: Smithson Lifters
Jump Capacity: 150 m
Armor: Starshield
Armament: 4 Argra 3L Medium Lasers
1 Thunderstroke SRM-4
Manufacturer: Diplan Mechyards
Communications System: Dawson III
Targeting and Tracking System: BK-309

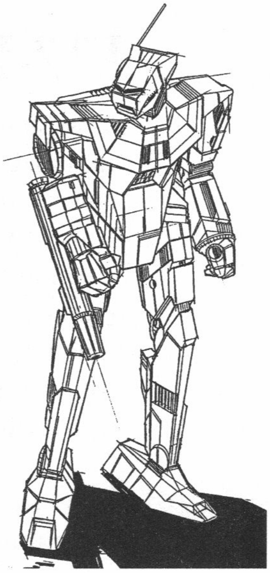
Type: JR7-D Jenner	*Tons*
Tonnage: 35 Tons	35
Internal Structure:	3.5
Engine: Magna 245	12
Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor: 64	4

	Internal Structure	*Armor Value*
Head:	3	7
Center Torso:	11	10/3
Rt./Lt. Torso:	8	8/4
Rt./Lt. Arm:	6	4
Rt./Lt. Leg:	8	6

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
SRM-4	CT	1	2
Ammo (SRM) 25	RT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1
Jump Jets	RT	2	1
Jump Jets	LT	2	1
Jump Jets	CT	1	.5

PNT-6R PANTHER



Mass: 35 tons
Chassis: Alahain 56-Carrier
Power Plant: Hermes 140
Cruising Speed: 43.2kph
Maximum Speed: 64.8kph
Jump Jets: Lexington Lifters
Jump Capacity: 120 m
Armor: Maxmillian 42
Armament: 1 Telos Four-Shot SRM Missile System
1 Lord's Light Particle Beam Weapon
Manufacturer: Alshain Weapons
Communications System: Sipher CommCon CSU-4
Targeting and Tracking System: Cat's Eyes 5

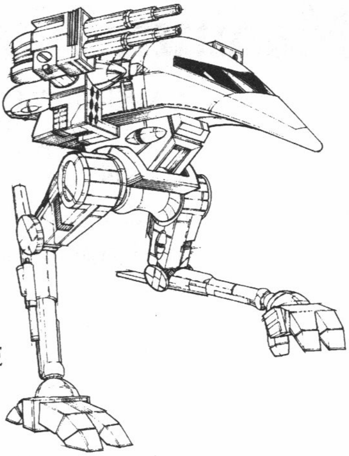
Type: PNT-6R Panther	*Tons*
Tonnage: 35 Tons	35
Internal Structure:	3.5
Engine: Hermes 140	5
Heat Sinks: 13	3
Gyro:	2
Cockpit:	3
Armor: 104	6.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	11	14/7
Rt./Lt. Torso:	8	10/5
Rt./Lt. Arm:	6	10
Rt./Lt. Leg:	8	12

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
SRM-4	CT	1	2
Ammo (SRM) 25	LT	1	1
PPC	RA	3	7
Jump Jets	RL	2	1
Jump Jets	LL	2	1

RVN-3L RAVEN



Mass: 35 tons
Chassis: Hellespont Type R
Power Plant: Hermes 210 XL
Cruising Speed: 64.8kph
Maximum Speed: 90.7kph
Jump Jets: None
Jump Capacity: None
Armor: Hellespont Lite Ferro-Fibrous with CASE
Armament: 1 Harpoon-6 SRM Launcher
2 Ceres Arms Medium Laser
1 Apple Churchill Guiding Light Narc Beacon
Manufacturer: Hellespont Industries
Primary Factory: Sian
Communications System: Ceres Metals Model 666
with Guardian Electronic Countermeasures
Targeting and Tracking System: Apple Churchill 2000
with Beagle Probe and 442x Target Acquisition Gear

Type: RVN-3L Raven	*Tons*
Tonnage: 35 Tons	35
Internal Structure:	3.5
Engine: Hermes 210 XL	4.5
Heat Sinks: 11	1
Gyro:	3
Cockpit:	3
Armor: 81	4.5

	Internal Structure	*Armor Value*
Head:	3	6
Center Torso:	11	11/4
Rt./Lt. Torso:	8	11/3
Rt./Lt. Arm:	6	8
Rt./Lt. Leg:	8	8

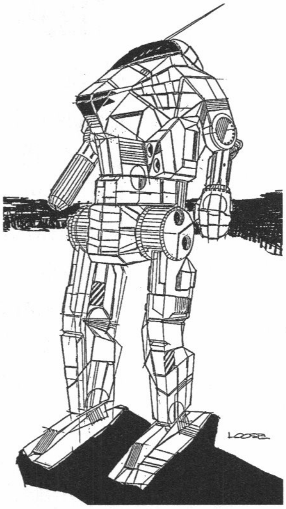
Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
SRM-6	RT	2	3
Ammo (SRM) 15	LT	1	1
CASE	LT	1	.5
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Beagle Probe	CT	2	1.5
Guardian ECM	LT	2	1.5
Narc Beacon	LA	2	3
Narc Pods (12)	LT	2	2
TAG	RT	1	1

Medium 'Mechs

A Medium 'Mech is any 'Mech weighing between 40 and 55 tons. 'Mechs of this size are ideal for lancemates, because they can carry enough lasers to be effective in combat, yet are typically fast enough to allow your lancemates to avoid serious damage. Medium 'Mechs are suitable for all but the most grueling combat duties.

ASN-21 ASSASSIN



Mass: 40 tons
Chassis: Maltax 40
Power Plant: 280 VOX
Cruising Speed: 75.6kph
Maximum Speed: 118.8kph
Jump Jets: 100AFVTA
Jump Capacity: 210 m
Armor: Lox lift series 1
Armament: One Martell Medium Laser
One Holly Long-Range Missile Rack
One Holly Short-Range Missile Racks
Manufacturer: Maltex Corporation
Communications System: Garret T15 B
Targeting and Tracking System: Garret 500S

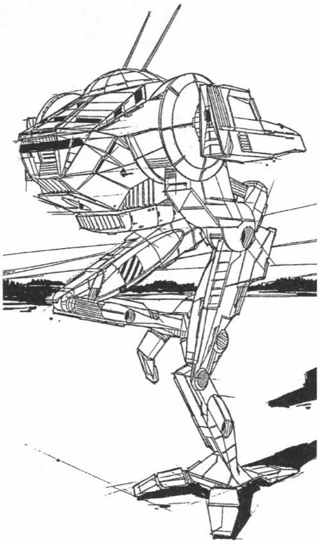
Type: ASN-21 Assassin	*Tons*
Tonnage: 40 Tons	40
Internal Structure:	4
Engine: 280 Vox	16
Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor: 72	4.5

	Internal Structure	*Armor Value*
Head:	3	8
Center Torso:	12	12/4
Rt./Lt. Torso:	10	10/2
Rt./Lt. Arm:	6	6
Rt./Lt. Leg:	10	6

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
Medium Laser	RA	1	1
LRM-5	RT	1	2
Ammo (LRM) 24	RT	1	1
SRM-2	LT	1	1
Ammo (SRM) 50	LT	1	1
Jump Jets	CT	1	.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

CDA-2A CICADA



Mass: 40 tons
Chassis: Hartford 300
Power Plant: 320 Pitban
Cruising Speed: 86.4kph
Maximum Speed: 129.6kph
Jump Jets: None
Jump Capacity: None
Armor: 3/Star Slab
Armament: Two Magna Medium Lasers
One Magna 200 Small Laser
Manufacturer: HartfordCo
Communications System: Hartford J15 B
Targeting and Tracking System: Hartford S1000

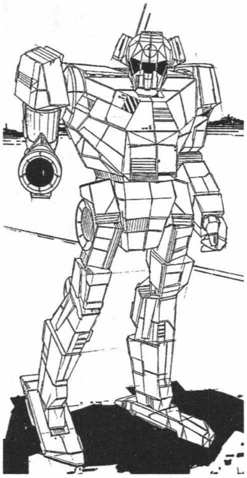
Type: CDA-2A Cicada	*Tons*
Tonnage: 40 Tons	40
Internal Structure:	4
Engine: Pitban 320	22.5
Heat Sinks: 10	0
Gyro:	4
Cockpit:	3
Armor: 64	4

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	12	11/6
Rt./Lt. Torso:	10	6/3
Rt./Lt. Arm:	6	4
Rt./Lt. Leg:	10	6

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Small Laser	CT	1	.5

CLNT-2-3T CLINT



Mass: 40 tons
Chassis: Andoran Model III
Power Plant: Pitban 240
Cruising Speed: 64.8kph
Maximum Speed: 97.2kph
Jump Jets: Andoran Model JJII
Jump Capacity: 180m
Armor: Durallex Medium
Armament: 1 Armstrong Autocannon/5
2 Martell Medium Lasers
Manufacturer: Andoran Industries Ltd.
Communications System: Raldon R1
Targeting and Tracking System: Sloane 220 Lockover System

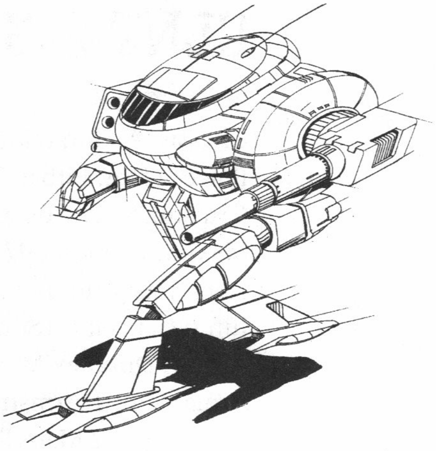
Type: CLNT-2-3T Clint	*Tons*
Tonnage: 40 Tons	40
Internal Structure:	4
Engine: Pitban 240	11.5
Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor: 72	4.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	12	11/4
Rt./Lt. Torso:	10	6/4
Rt./Lt. Arm:	6	6
Rt./Lt. Leg:	10	8

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
AC/5	RA	4	8
Ammo (AC) 20	RT	1	1
Medium Laser	CT	1	1
Medium Laser	LT	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jets	RT	1	.5
Jump Jets	LT	1	.5

STN-3L SENTINEL



Mass: 40 tons
Chassis: Defiant V
Power Plant: Pitban 240
Cruising Speed: 65kph
Maximum Speed: 97kph
Jump Jets: None
Jump Capacity: None
Armor: Valiant Lamellor
Armament: 1 KWI AC/5 Ultra Autocannon
    1 Defiance B-1A Small Laser
    1 Defiance Streak-2 SRM Launcher
Manufacturer: Defiance Industries
Communications System: StarLink/BeniciaModel AS829G
Targeting and Tracking System: Targa-7, Vid-Com-17

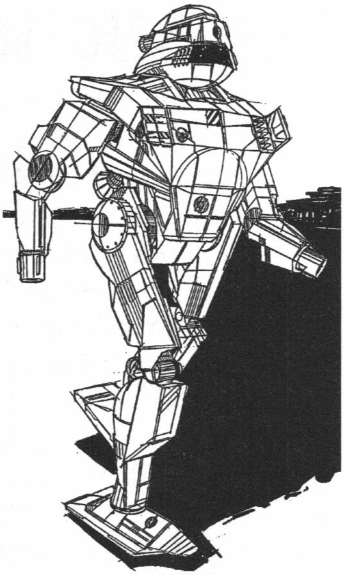
Type: STN-3L Sentinel	*Tons*
Tonnage: 40 Tons	40
Internal Structure:	4
Engine: Pitban 240	11.5
Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor: 88	5.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	12	10/7
Rt./Lt. Torso:	10	8/5
Rt./Lt. Arm:	6	8
Rt./Lt. Leg:	10	10

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
AC/5 Ultra	LA	5	9
Ammo (Ultra) 20	LT	1	1
SRM-2 Streak	RT	1	1.5
Ammo (Streak) 50	RT	1	1
Small Laser	RT	1	.5

WTH-1 WHITWORTH



Mass: 40 tons
Chassis: Whitworth Type I
Power Plant: LTV 160
Cruising Speed: 43.2kph
Maximum Speed: 64.8kph
Jump Jets: Whitworth Jetlift
Jump Capacity: 120 m
Armor: Durallex Light
Armament: 2 Longbow-10 LRM Launchers
3 Intek Medium Lasers
Manufacturer: Whitworth Company
Communications System: Garret T14
Targeting and Tracking System: Garret D2j

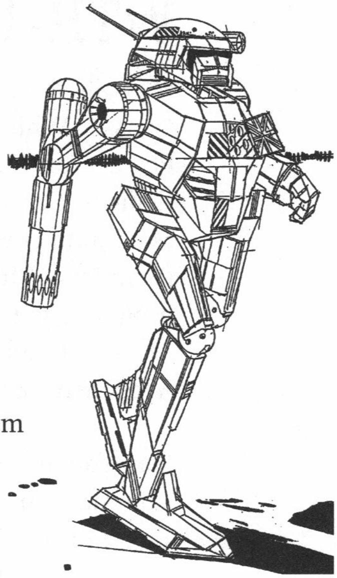
Type: WTH-1 Whitworth	*Tons*
Tonnage: 40 Tons	40
Internal Structure:	4
Engine: LTV 160	6
Heat Sinks: 10	0
Gyro:	2
Cockpit:	3
Armor: 72	8

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	12	16/7
Rt./Lt. Torso:	10	12/6
Rt./Lt. Arm:	6	12
Rt./Lt. Leg:	10	18

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LRM-10	RT	2	5
Ammo (LRM) 12	RT	1	1
LRM-10	LT	2	5
Ammo (LRM) 12	LT	1	1
Medium Laser	H	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Jump Jets	RL	2	1
Jump Jets	LL	2	1

VND-1R VINDICATOR



Mass: 45 tons
Chassis: Ceresplex IV
Power Plant: GM 180
Cruising Speed: 43.2kph
Maximum Speed: 64.8kph
Jump Jets: Anderson Propulsion 30
Jump Capacity: 121 m
Armor: Starshield
Armament: 1 CeresArms Smasher PPC
1 Sian/Ceres Jaguar LRM Missile System
1 CeresArms Medium Laser
1 Hessen Small Laser
Manufacturer: Ceres Metal Industries
Communications System: CeresCom Model 21-Rs
Targeting and Tracking System: C-Apple Churchill

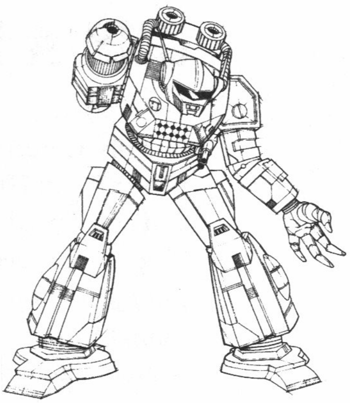
Type: VND-1R Vindicator	*Tons*
Tonnage: 45 Tons	45
Internal Structure:	4.5
Engine: GM 180	7
Heat Sinks: 16	6
Gyro:	2
Cockpit:	3
Armor: 144	9

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	14	18/9
Rt./Lt. Torso:	11	16/6
Rt./Lt. Arm:	7	14
Rt./Lt. Leg:	11	18

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LRM-5	LT	1	2
Ammo (LRM) 24	LT	1	1
PPC	RA	3	7
Medium Laser	H	1	1
Small Laser	LA	1	.5
Jump Jets	CT	2	1
Jump Jets	LL	1	.5
Jump Jets	RL	1	.5

WFT-1 WOLF TRAP



Mass: 45 tons
Chassis: Alshain Class 580 Endo Steel
Power Plant: Hermes 270 XL
Cruising Speed: 60.9kph
Maximum Speed: 97.2kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Medium with CASE
Armament: 1 Imperator Code Red LB 10-X Autocannon
2 Victory 23R Medium Lasers
1 Shigunga Long-Range Missile 10-Rack
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher Security Plus
Targeting and Tracking System: Eagle Eye 400 XX

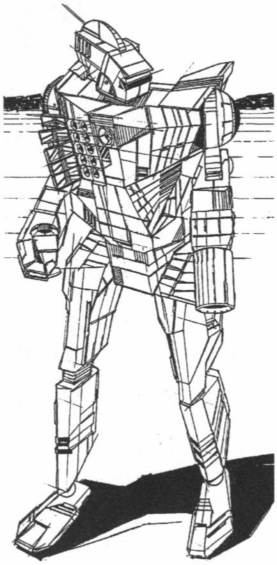
Type: WFT-1 Wolf Trap	*Tons*
Tonnage: 45 Tons	45
Internal Structure: Endo Steel	2.25
Engine: Hermes 270 XL	7.25
Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor: 128	8

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	14	17/6
Rt./Lt. Torso:	11	13/5
Rt./Lt. Arm:	7	13
Rt./Lt. Leg:	11	17

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LB 10-X	RA	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	.5
Medium Laser	LT	1	1
Medium Laser	LT	1	1
LRM-10	CT	2	5
Ammo (LRM) 12	RT	1	1

CN9-A CENTURION



Mass: 50 tons
Chassis: Corean Model K7
Power Plant: 200 Nisson
Cruising Speed: 43.2kph
Maximum Speed: 64.8kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard III
Armament: 1 Luxor D-Series Autocannon
1 Luxor 3R LRM-10
2 Phototech 806c Medium Lasers
Manufacturer: Corean Enterprises
Communications System: Corean Transband-J9
Targeting and Tracking System: Corean B-Tech

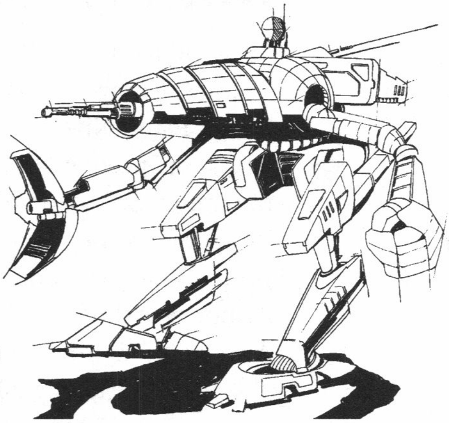
Type: CN9-A Centurion	*Tons*
Tonnage: 50 Tons	50
Internal Structure:	5
Engine: 200 Nissan	8.5
Heat Sinks: 10	0
Gyro:	2
Cockpit:	3
Armor: 136	8.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	16	16/7
Rt./Lt. Torso:	12	12/6
Rt./Lt. Arm:	8	16
Rt./Lt. Leg:	12	16

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
AC/10	RA	7	12
Ammo (AC) 10	RA	2	2
LRM-10	LT	2	5
Ammo (LRM) 24	LT	2	2
Medium Laser	CT	1	1
Medium Laser	CT	1	1

CRB-27 CRAB



Mass: 50
Chassis: Hollis Mark 1A
Power Plant: Magna 250
Cruising Speed: 54kph
Maximum Speed: 86kph
Jump Jets: None
Jump Capacity: None
Armor: Paulina Heavy Ferro-Fibrous
Armament: 2 RAMTech 1200 Large Lasers
1 Ceres Arms Medium Laser
1 ExoStar Small Laser
Manufacturer: Cosara Weaponries
Communications System: Dalban Series K
Targeting and Tracking System: 650 RND

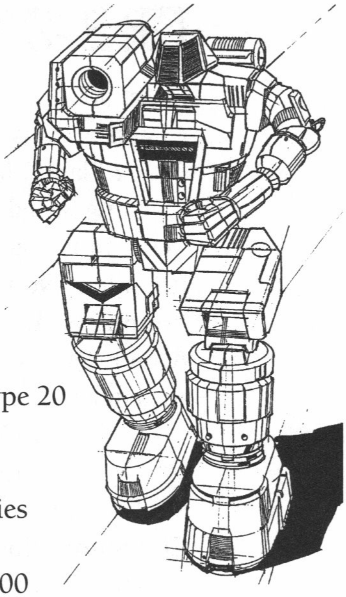
Type: CRB-27 Crab	*Tons*
Tonnage: 50 Tons	50
Internal Structure:	5
Engine: Magna 250	12.5
Heat Sinks: 16	6
Gyro:	3
Cockpit:	3
Armor: 161	9

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	16	20/8
Rt./Lt. Torso:	12	16/6
Rt./Lt. Arm:	8	16
Rt./Lt. Leg:	12	24

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
Large Laser	LA	2	5
Large Laser	RA	2	5
Medium Laser	CT	1	1
Small Laser	H	1	.5

HBK-4G HUNCHBACK



Mass: 50 tons
Chassis: Komiyaba Type VIII
Power Plant: Nissan 200
Cruising Speed: 43.9kph
Maximum Speed: 63.5kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament: 1 Tomodzuru Auto cannon Mount Type 20
2 Ichiba 2000 Medium Lasers
1 Diverse Optics Type 10 Small Laser
Manufacturer: Komiyaba/Nissan General Industries
Communications System: Sony MST-15
Targeting and Tracking System: Tacticon Tracer 300

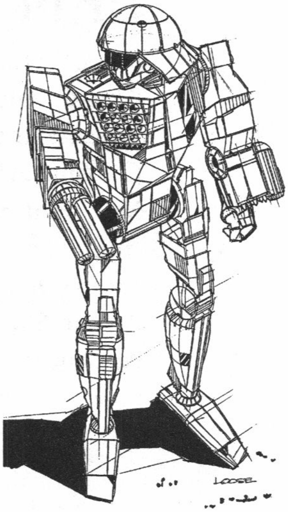
Type: HBK-4G Hunchback	*Tons*
Tonnage: 50 Tons	50
Internal Structure:	5
Engine: Nissan 200	8.5
Heat Sinks: 13	3
Gyro:	2
Cockpit:	3
Armor: 160	10

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	16	26/5
Rt./Lt. Torso:	12	20/4
Rt./Lt. Arm:	8	16
Rt./Lt. Leg:	12	20

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
AC/20	RT	10	14
Ammo (10) AC	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Small Laser	H	1	.5

TBT-5N TREBUCHET



Mass: 50 tons
Chassis: Corean Model C
Power Plant: 250 Magna
Cruising Speed: 54.0kph
Maximum Speed: 86.4kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament: 2 Zeus LRM-15
3 Magna Mk. II Medium Lasers
Manufacturer: Corean Enterprises
Communications System: Corean TransBand-J9
Targeting and Tracking System: Corean B-Tech

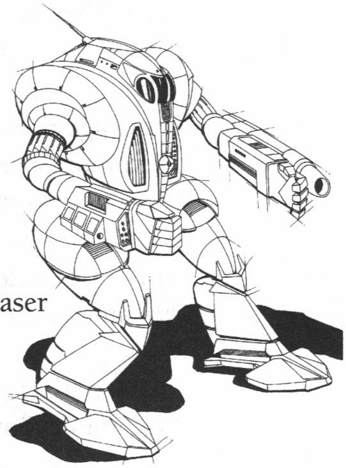
Type: TBT-9E Trebuchet	*Tons*
Tonnage: 50 Tons	50
Internal Structure:	5
Engine: Magna 250	12.5
Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor: 120	7.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	16	22/7
Rt./Lt. Torso:	12	11/5
Rt./Lt. Arm:	8	10
Rt./Lt. Leg:	12	15

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LRM 15	RT	3	7
Ammo (LRM) 8	RT	1	1
LRM 15	LA	3	7
Ammo (LRM) 8	LT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1

GRM-R-PR29 GRIM REAPER



Mass: 55 tons
Chassis: Gigi 200
Power Plant: Core Tek 275 XL
Cruising Speed: 54kph
Maximum Speed: 86.4kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard 3056 Ferro-Fibrous
Armament: Blankenburg Extended Range Large Laser
  Blankenburg Medium Pulse Laser
  Holly LRM-20 Rack
  Holly SRM-6 Rack
  McArthur II AntimissileSystem
Manufacturer: Blankenburg Technologies
Primary Factory: Terra
Communications System: Marshall 333
Targeting and Tracking System: O/P Scanoptics 400BP

Type: GRM-R-PR29 Grim Reaper	*Tons*
Tonnage: 55 Tons	55
Internal Structure:	5.5
Engine: 275 XL	7.75
Heat Sinks: 10(20)	0
Gyro:	3
Cockpit:	3
Armor: 185	10.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	18	26/10
Rt./Lt. Torso:	13	18/8
Rt./Lt. Arm:	8	18
Rt./Lt. Leg:	13	26

Weapons and Ammo

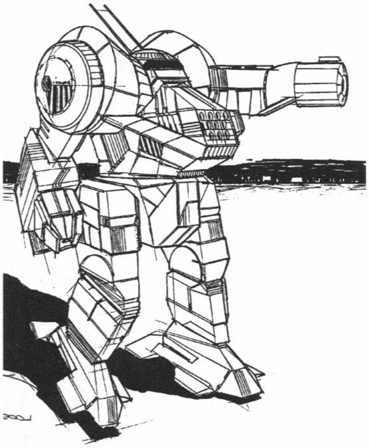
Weapon	*Loc.*	*Critical*	*Tonnage*
LRM-20	RT	5	10
Ammo (LRM) 12	RT	2	2
SRM-6	LA	2	3
Ammo (SRM) 15	LT	1	1
ER Large Laser	RA	2	5
AntimissileSystem	CT	1	.5
Ammo (Antimissile) 12	RT	1	1
Medium Pulse Laser	LA	1	2
CASE	LT	1	.5

Heavy 'Mechs

Any 'Mech weighing between 60 and 75 tons is considered a Heavy 'Mech. These 'Mechs are capable of almost any combat task, and can carry most weapons systems comfortably, the notable exceptions being AC/20s and the Artemis IV Artillery System.

In some cases a Heavy 'Mech is preferable to an Assault 'Mech, because its enhanced speed allows the pilot to avoid serious damage.

DRG-1N DRAGON



Mass: 60 tons
Chassis: Alahain Type 56-60H
Power Plant: Vlar 300
Cruising Speed: 54.0kph
Maximum Speed: 86.4kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield
Armament: 1 Telos DecaCluster LRM Missile System
1 Imperator-A Autocannon
2 Victory 23R Medium Lasers
Manufacturer: Luthien Armor Works
Communications System: Sipher CommSys 3
Targeting and Tracking System: Eagle Eye SY10-10

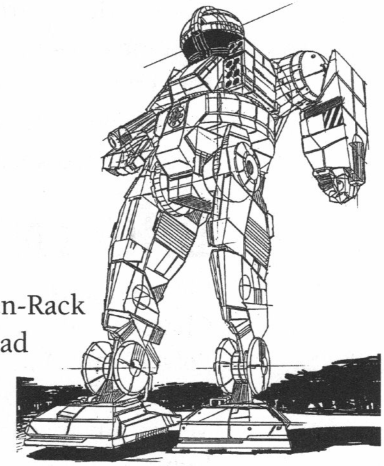
Type: DRG-1N Dragon	*Tons*
Tonnage: 60 Tons	60
Internal Structure:	6
Engine: Vlar 300	19
Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor: 160	10

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	20	27/12
Rt./Lt. Torso:	14	16/8
Rt./Lt. Arm:	10	14
Rt./Lt. Leg:	14	18

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LRM-10	CT	2	5
Ammo (LRM) 24	LT	2	2
AC/5	RA	4	8
Ammo (AC) 40	RT	2	2
Medium Laser	LA	1	1
Medium Laser	LT	1	1

QKD-4G QUICKDRAW



Mass: 60 tons
Chassis: Technicron Type E
Power Plant: VOX 280
Cruising Speed: 42.1kph
Maximum Speed: 66.7kph
Jump Jets: Chilton 460
Jump Capacity: 150 m
Armor: Riese 475
Armament: 4 Omicron 4000 Medium Lasers
1 Delta Dart Long-Range Missile Ten-Rack
1 Hovertec Short-Range Missile Quad
Manufacturer: Technicron Manufacturing
Communications System: Garret T12E
Targeting and Tracking System: Dynatec 2180

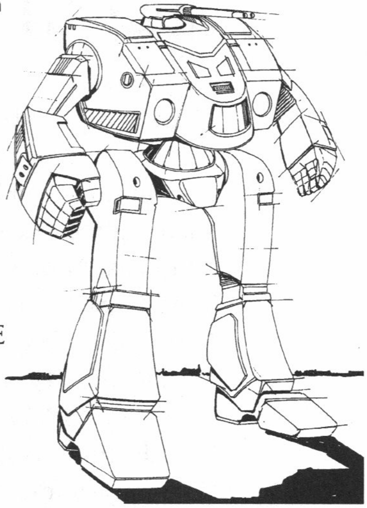
Type: QKD-4G Quickdraw	*Tons*
Tonnage: 60 Tons	60
Internal Structure:	6
Engine: 300 Vlar	19
Heat Sinks: 13	3
Gyro:	3
Cockpit:	3
Armor: 128	8

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	20	17/8
Rt./Lt. Torso:	14	14/7
Rt./Lt. Arm:	10	11
Rt./Lt. Leg:	14	15

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LRM-10	LT	2	5
Ammo (LRM) 12	LT	1	1
SRM-4	CT	1	2
Ammo (SRM) 25	RT	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Jump Jets	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2

BMB-12D Bombardier



Mass: 65 tons
Chassis: KetoBond
Power Plant: VOX 325 XL
Cruising Speed: 54kph
Maximum Speed: 86kph
Jump Jets: None
Jump Capacity: None
Armor: Choutaka Armorscale, Ltd., with CASE
Armament: 2 Delphinius-20 LRM Launchers
1 Arrowlite-4 SRM Launcher
1 Buzzsaw AntimissileSystem
Manufacturer: Wakazashi Enterprises
Communications System: Neil 9000
Targeting and Tracking System: DLK Type Phased Array Sensors

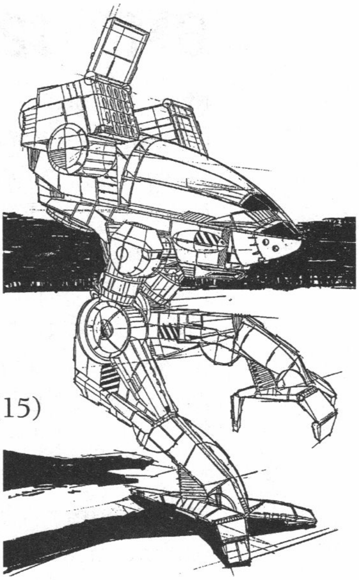
Type: BMB-12D Bombardier	*Tons*
Tonnage:	
Internal Structure:	6.5
Engine: VOX 325 XL	11.75
Heat Sinks: None	0
Gyro:	4
Cockpit:	3
Armor: 200	12.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	21	24/15
Rt./Lt. Torso:	15	20/10
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	15	26

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LRM-20	RT	5	10
LRM-20	LT	5	10
Ammo (LRM) 20/12	RT	2	2
SRM-4	RA	1	2
Ammo (SRM) 25	RA	1	1
Machine Gun	CT	1	.5
Machine Gun Ammo(12?)	CT	1	1

CPLT-C1 CATAPULT



Mass: 65 tons
Chassis: Hollis Mark II
Power Plant: Magna 260
Cruising Speed: 43.2kph
Maximum Speed: 64.8kph
Jump Jets: Anderson Propulsion 21
Jump Capacity: 120 m
Armor: Durallex Heavy
Armament: 2 Holly Long-Range Missile Packs (15)
4 Martell Medium Lasers
Manufacturer: Hollis Incorporated
Communications System: O/P COM-211
Targeting and Tracking System: O/P 1078

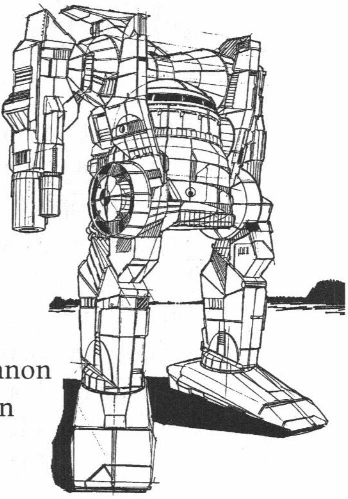
Type: CPLT-C1 Catapult	*Tons*
Tonnage: 65 Tons	65
Internal Structure:	6.5
Engine: Magna 260	13.5
Heat Sinks: 15	5
Gyro:	3
Cockpit:	3
Armor: 160	10

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	21	24/11
Rt./Lt. Torso:	15	19/8
Rt./Lt. Arm:	10	13
Rt./Lt. Leg:	15	18

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LRM 15	RA	3	7
Ammo (LRM) 8	RT	1	1
LRM 15	LA	3	7
Ammo (LRM) 8	LT	1	1
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	CT	1	1
Medium Laser	CT	1	1
Jump Jets	RT	2	2
Jump Jets	LT	2	2

JM6-S JAGERMECH



Mass: 65 tons
Chassis: Kallon Type XII
Power Plant: 260 Magna
Cruising Speed: 43.2kph
Maximum Speed: 64.8kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon Royalstar
Armament: 2 Mydron Model C Medium Autocannon
2 Mydron Model D Light Autocannon
2 Magna Mk. II Medium Lasers
Manufacturer: Kallon Industries
Communications System: Garret T11-A
Targeting and Tracking System: Garret D2j

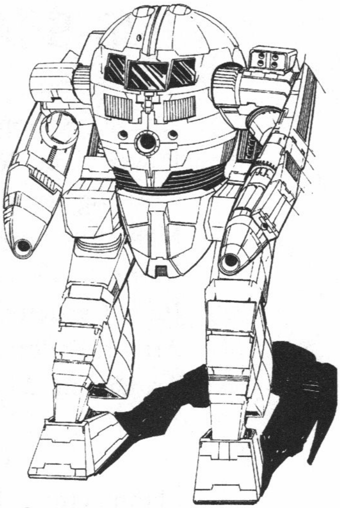
Type: JM6-S Jagermech	*Tons*
Tonnage: 65 Tons	65
Internal Structure:	6.5
Engine: 260 Magna	13.5
Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor: 96	6

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	21	16/5
Rt./Lt. Torso:	15	13/3
Rt./Lt. Arm:	10	6
Rt./Lt. Leg:	15	11

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
AC/5	RA	4	8
Ammo (AC) 20	RT	1	1
AC/5	LA	4	8
Ammo (AC) 20	LT	1	1
AC/2	RA	1	6
AC/2	LA	1	6
Ammo (AC) 45	CT	1	1
Medium Laser	RT	1	1
Medium Laser	LT	1	1

FLS-8K FLASHMAN



Mass: 75
Chassis: FLS/HV-1
Power Plant: GM 375XL
Cruising Speed: 54kph
Maximum Speed: 86kph
Jump Jets: None
Jump Capacity: None
Armor: Kemplar 5000
Armament: 3 Selitex Radionic Large Lasers
5 Ichiba 3000 Medium Lasers
1 Buzzsaw AntimissileSystem
1 Zippo Mark X Anti-Personnel Flame Gun
Manufacturer: Renault-Prime Industries
Communications System: Duoteck 195
Targeting and Tracking System: Faust/Shinji AT/TS

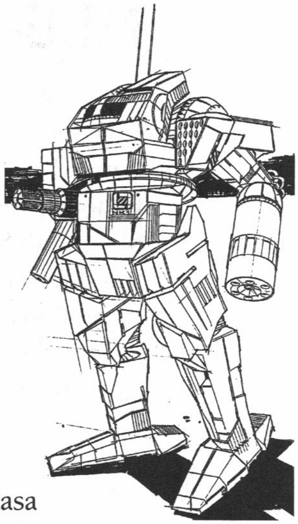
Type: FLS-8K Flashman	*Tons*
Tonnage: 75 Tons	75
Internal Structure:	7.5
Engine: GM 375XL	19.25
Heat Sinks: 15(30)	5
Gyro:	4
Cockpit:	3
Armor: 72	13.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	23	25/16
Rt./Lt. Torso:	16	22/10
Rt./Lt. Arm:	12	24
Rt./Lt. Leg:	16	27

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
Large Laser	RA	2	5
Large Laser	LA	2	5
Large Laser	CT	2	5
Medium Laser	RT	1	1
Medium Laser	LT	1	1
Medium Laser	LA	1	1
Medium Laser	RA	1	1
Medium Laser	CT	1	1
Antimissile	RT	1	.5
Antimissile Ammo (12)	RT	1	1
Flamer	H	1	1

ON1-K ORION



Mass: 75 tons
Chassis: KaliYama Chassis
Power Plant: Vlar 300
Cruising Speed: 43.2kph
Maximum Speed: 64.8kph
Jump Jets: None
Jump Capacity: None
Armor: Valliant Lamellor
Armament: 1 KaliYama Class 10 Autocannon
1 KaliYama Death Bloom Missile System
2 I.W.W. Medium Lasers
Manufacturer: KaliYama Weapons Industries of Kalidasa
Communications System: Irian Orator-5K
Targeting and Tracking System: Wasat Aggresor Type 5

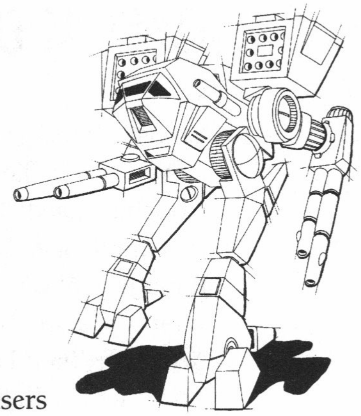
Type: ON1-K Orion	*Tons*
Tonnage: 75 Tons	75
Internal Structure:	7.5
Engine: 300 Vlar	19
Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor: 224	14

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	23	36/9
Rt./Lt. Torso:	16	22/10
Rt./Lt. Arm:	12	21
Rt./Lt. Leg:	16	32

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
AC/10	RT	7	12
Ammo (AC) 20	RT	2	2
LRM 15	LT	3	7
Ammo (LRM) 16	LT	2	2
Medium Laser	RA	1	1
Medium Laser	LA	1	1
SRM-4	LT	1	2
Ammo (SRM) 37	LT	2	1.5

MDG-1A RAKSHASA



Mass: 75
Chassis: GM Marauder Special MD
Power Plant: GM 375XL
Cruising Speed: 54kph
Maximum Speed: 86.4kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard Ferro-Fibrous
Armament: 2 ExoStar Extended Range Large Lasers
2 Federated 10-Shot Long-Range Missile Systems
2 Martell Medium Lasers
1 Martell Medium Pulse Laser
Manufacturer: General Motors
Primary Factory: Kathil
Communications System: Dalban Micronics
Targeting and Tracking System: Sync Tracker (39-42071)
with Artemis IV System

Type: MDG-1A Rakshasa	*Tons*
Tonnage: 75 Tons	75
Internal Structure: Endo Steel	4
Engine: GM 375XL	19.5
Heat Sinks: 15(30)	5
Gyro:	4
Cockpit:	3
Armor: 206	11.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	23	32/9
Rt./Lt. Torso:	16	22/7
Rt./Lt. Arm:	12	21
Rt./Lt. Leg:	16	28

Weapons and Ammo

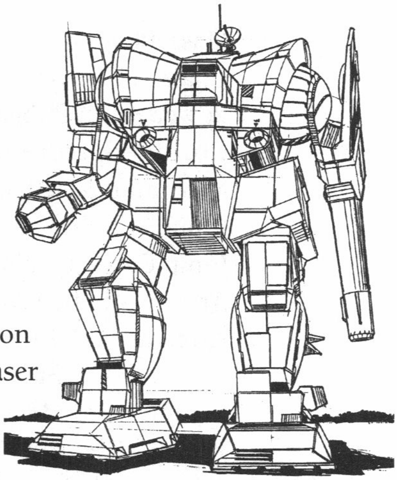
Weapon	*Loc.*	*Critical*	*Tonnage*
LRM-10	RT	2	5
Artemis IV FCS	RT	1	1
Ammo (LRM) 12	RT	1	1
LRM-10	LT	2	5
Artemis IV FCS	LT	1	1
Ammo (LRM) 12	LT	1	1
ER Large Laser	RA	2	5
ER Large Laser	LA	2	5
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Pulse Laser	LT	1	2

Assault 'Mechs

'Mechs that weigh 80 to 100 tons are called Assault 'Mechs. These 'Mechs are a safe bet for difficult combat missions because of their heavy armor and limitless weapons possibilities. Nevertheless, some pilots prefer a more agile 'Mech, claiming the enhanced armor of an Assault 'Mech is useless without sufficient speed to evade enemy fire.

Every MechWarrior must decide for himself whether a Heavy or Assault 'Mech is better suited to his style of combat. Those who prefer fancy moves and extreme evasive maneuvers will find Assault 'Mechs very limiting, while those with a more straightforward approach to battle will be delighted with their capabilities.

AWS-8Q AWESOME



Mass: 80 tons
Chassis: Technicron Type G
Power Plant: Pitban 240
Cruising Speed: 35.4kph
Maximum Speed: 51.2kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy Special
Armament: 3 Kreuss Particle Projection Cannon
1 Diverse Optics Type 10 Small Laser
Manufacturer: Technicron Manufacturing
Communications System: Garret T19-G
Targeting and Tracking System: Dynatec 2780

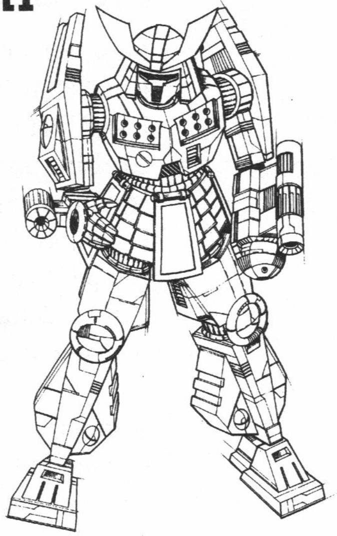
Type: AWS-8Q Awesome	*Tons*
Tonnage: 80 Tons	80
Internal Structure:	8
Engine: Pitban 240	11.5
Heat Sinks: 28	18
Gyro:	3
Cockpit:	3
Armor: 240	15

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	25	30/19
Rt./Lt. Torso:	17	24/10
Rt./Lt. Arm:	13	24
Rt./Lt. Leg:	17	33

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
PPC	RA	3	7
PPC	RT	3	7
PPC	LT	3	7
Small Laser	H	1	.5

HTM-27T HATAMOTO-CHI



Mass: 80 tons
Chassis: Earthwerks VOL Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43kph
Maximum Speed: 65kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell Argon with CASE
Armament: 2 Tiegart Particle Cannon
2 Bical-6 SRM Launchers
Manufacturer: Maltex Corporation
Primary Factory: Errai
Communications System: Colmax 90
Targeting and Tracking System: Garret D2j

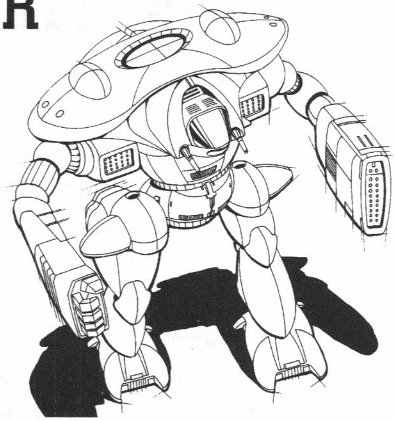
Type: HTM-27T Hatamoto-Chi	*Tons*
Tonnage: 80 Tons	80
Internal Structure: Endo Steel	4
Engine: Pitban 320	22.5
Heat Sinks: 18	8
Gyro:	4
Cockpit:	3
Armor: 247	15.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	25	34/16
Rt./Lt. Torso:	17	25/9
Rt./Lt. Arm:	13	26
Rt./Lt. Leg:	17	34

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
PPC	RA	3	7
PPC	LA	3	7
SRM-6	RT	2	3
SRM-6	LT	2	3
Ammo (SRM) 15	RT	1	1
CASE	RT	1	.5
Ammo (SRM) 15	LT	1	1
CASE	LT	1	.5

PPR-5S SALAMANDER



Mass: 80 tons
Chassis: Chariot Type IV with Endo Steel
Power Plant: Pitban 320 XL
Cruising Speed: 43kph
Maximum Speed: 65kph
Jump Jets: None
Jump Capacity: None
Armor: Glasgow Limited with CASE
Armament: 2 Defiance B3M Medium Lasers
3 Doombud LRM-20 Racks
Manufacturer: Defiance Industries
Primary Factory: Hesperus II
Communications System: TharHes Hm-10
Targeting and Tracking System: TharHes Ares 7

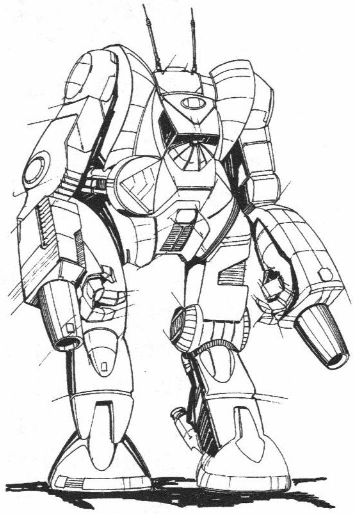
Type: PPR-5S Salamander	*Tons*
Tonnage: 80 Tons	80
Internal Structure: Endo Steel	4
Engine: Pitban 320 XL	11.25
Heat Sinks: 10 (20)	0
Gyro:	4
Cockpit:	3
Armor: 247	15.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	25	42/8
Rt./Lt. Torso:	17	28/6
Rt./Lt. Arm:	13	26
Rt./Lt. Leg:	17	34

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LRM-20	LT	5	10
Ammo (LRM) 18	LT	3	3
CASE	LT	1	.5
LRM-20	RT	5	10
Ammo (LRM) 18	RT	3	3
CASE	RT	1	5
LRM-20	LA	5	10
Ammo (LRM) 18	LA	3	3
Medium Laser	CT	1	1
Medium Laser	CT	1	1

THG-11E THUG



Mass: 80 tons
Chassis: Earthwerks VOL Endo Steel
Power Plant: Pitban 320
Cruising Speed: 43kph
Maximum Speed: 65kph
Jump Jets: None
Jump Capacity: None
Armor: Mitchell Argon, with CASE
Armament: 2 Tiegert Particle Cannon
2 Bical-6 SRM Launchers
Manufacturer: Maltex Corporation
Communications System: Colmax 90
Targeting and Tracking System: TharHes Ares-5

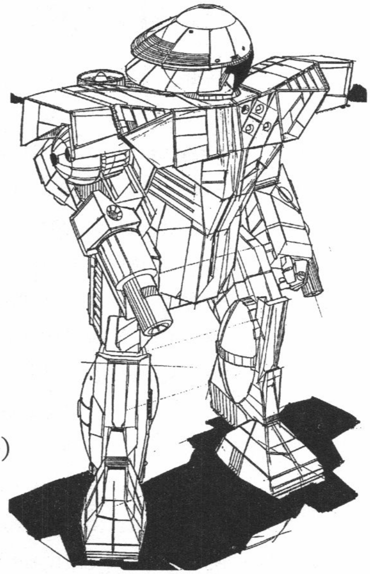
Type: THG-11E Thug	*Tons*
Tonnage: 80 Tons	80
Internal Structure: Endo Steel II	4
Engine: Pitban 320	22.5
Heat Sinks: 18(36)	8
Gyro:	4
Cockpit:	3
Armor: 248	15.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	25	34/16
Rt./Lt. Torso:	17	25/9
Rt./Lt. Arm:	13	26
Rt./Lt. Leg:	17	34

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
PPC	RA	3	7
PPC	LA	3	7
SRM-6	RT	2	3
SRM-6	LT	2	3
Ammo (SRM-6) 15	RT	1	1
Ammo (SRM-6) 15	LT	1	1
CASE	LT	1	.5
CASE	RT	1	.5

VTR 9B VICTOR



Mass: 80 tons
Chassis: HildCo Type V
Power Plant: 320 Pitban
Cruising Speed: 43.2kph
Maximum Speed: 64.8kph
Jump Jets: Hildco Model 12
Jump Capacity: 120 m
Armor: Durallex Heavy
Armament: Pontiac 100 Autocannon/20
2 Sorenstein V Medium Lasers
Holly Short-Range Missile Pack (4)
Manufacturer: HildCo Interplanetary
Communications System: Opus III Highbeam
Targeting and Tracking System: MaLandry 34

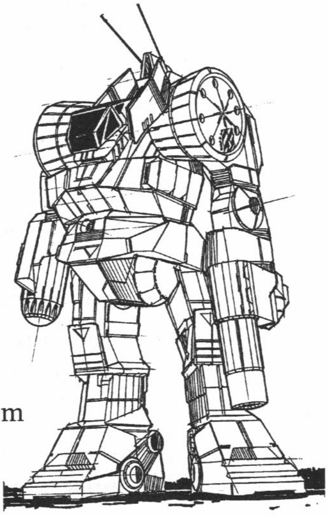
Type: VTR 9b Victor	*Tons*
Tonnage: 80 Tons	80
Internal Structure:	8
Engine: Pitban 320	22.5
Heat Sinks: 15	5
Gyro:	4
Cockpit:	3
Armor: 184	11.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	25	30/15
Rt./Lt. Torso:	17	20/10
Rt./Lt. Arm:	13	15
Rt./Lt. Leg:	17	20

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
AC/20	RA	10	14
Ammo (AC) 15	RT	3	3
Medium Laser	LA	1	1
Medium Laser	LA	1	1
SRM-4	LT	1	2
Ammo (SRM) 25	LT	1	1
Jump Jets	CT	2	2
Jump Jets	RL	1	1
Jump Jets	LL	1	1

ZEU-6S ZEUS



Mass: 80 tons
Chassis: Chariot Type III
Power Plant: Pitban 320
Cruising Speed: 43.2kph
Maximum Speed: 64.8kph
Jump Jets: None
Jump Capacity: None
Armor: Valliant Lamellor
Armament: 1 Thunderbolt A5M Large Laser
1 Coventry Star Fire LRM Missile System
1 Defiance Autocannon
2 Defiance B3M Medium Lasers
Manufacturer: Defiance Industries of Hesperus II
Communications System: TharHes Calliope ZE-2
Targeting and Tracking System: TharHes Ares-7

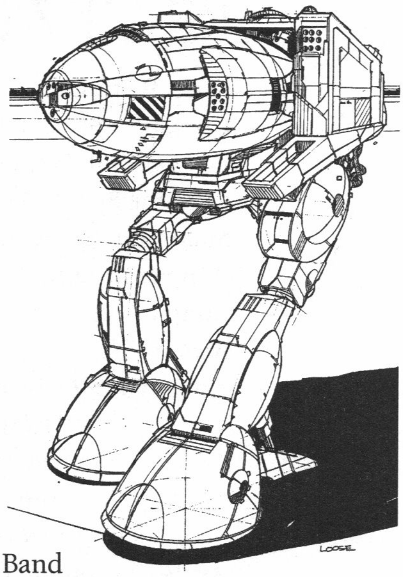
Type: ZEU-6S Zeus	*Tons*
Tonnage: 80 Tons	80
Internal Structure:	8
Engine: Pitban 320	22.5
Heat Sinks: 17	7
Gyro:	4
Cockpit:	3
Armor: 184	11.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	25	26/9
Rt./Lt. Torso:	17	18/6
Rt./Lt. Arm:	13	22
Rt./Lt. Leg:	17	24

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
Large Laser	LT	2	5
LRM 15	RA	3	7
Ammo (LRM) 8	RT	1	1
Medium Laser	LT	1	1
Medium Laser	CT	1	1
AC/5	LA	4	8
Ammo (AC) 20	LA	1	1

STK-3F STALKER



Mass: 85 tons
Chassis: Titan H1
Power Plant: 255 Strand
Cruising Speed: 32.4kph
Maximum Speed: 54.0kph
Jump Jets: None
Jump Capacity: None
Armor: Valliant Lamellor
Armament: 2 Jackson B5c LRM-10
2 Magna Mk. III Heavy Lasers
4 Magna Mk. II Medium Lasers
2 Thunderstroke SRM-6
Manufacturer: Triad Technologies
Communications System: Cronol PR
Targeting and Tracking System: Spar 3c Tight Band

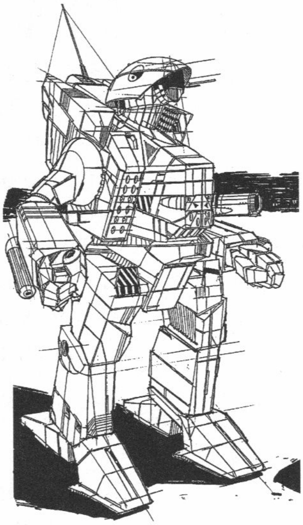
Type: STK-3F Stalker	*Tons*
Tonnage: 85 Tons	85
Internal Structure:	8.5
Engine: 255 Strand	13
Heat Sinks: 20	10
Gyro:	3
Cockpit:	3
Armor: 216	13.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	27	36/11
Rt./Lt. Torso:	18	25/7
Rt./Lt. Arm:	14	23
Rt./Lt. Leg:	18	25

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LRM-10	RA	2	5
Ammo (LRM) 24	RA	1	1
LRM-10	LA	2	5
Ammo (LRM) 24	LA	1	1
Large Laser	LT	2	5
Large Laser	RT	2	5
Medium Laser	RA	1	1
Medium Laser	RA	1	1
Medium Laser	LA	1	1
Medium Laser	LA	1	1
SRM-6	LT	2	3
Ammo (SRM) 15	LT	1	1
SRM-6	RT	2	3
Ammo (SRM) 15	RT	1	1

CP 10-Z CYCLOPS



Mass: 90 tons
Chassis: Stormvanger HV-7
Power Plant: Hermes 360
Cruising Speed: 42.1kph
Maximum Speed: 61.8kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield Special
Armament: 2 Diverse Optics Type 20 Medium Lasers
1 Delta Dart Long-Range Missile 10-Rack
1 Hovertec Short-Range Missile Quad
1 Zeus-36, Mark III Autocannon
Manufacturer: Stormvanger Assemblies, Unlimited
Battle Computer: Tacticon B-2000
Communications System: Olmstead 840 with SatNav Module
Targeting and Tracking System: Tacticon Tracer 280

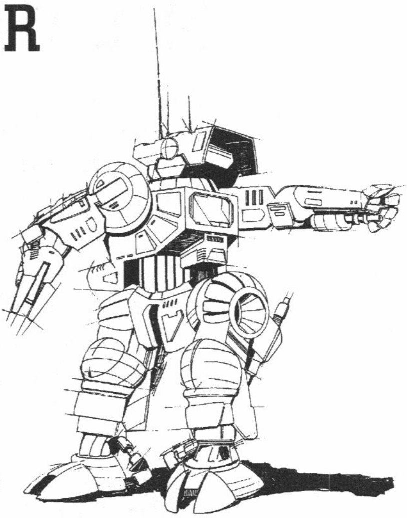
Type: CP 10-Z Cyclops	*Tons*
Tonnage: 90 Tons	90
Internal Structure:	9
Engine: 360 Hermes	33
Heat Sinks: 12	2
Gyro:	4
Cockpit:	3
Armor: 160	10

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	29	30/11
Rt./Lt. Torso:	19	20/8
Rt./Lt. Arm:	15	10
Rt./Lt. Leg:	19	17

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
AC/20	RT	10	14
Ammo (AC) 10	RT	2	2
Ammo (AC) 10	LT	2	2
LRM-10	LT	2	5
Ammo (LRM) 12	LT	1	1
Med. Laser	RA	1	1
Med. Laser	LA	1	1
SRM-4	CT	1	2
Ammo (SRM) 25	CT	1	1

HGN-732 HIGHLANDER



Mass: 90
Chassis: Star League XT
Power Plant: GM 270
Cruising Speed: 32kph
Maximum Speed: 54kph
Jump Jets: HildCo Model 10
Jump Capacity: 90 m
Armor: Grumman-3 Ferro-Fibrous, with CASE
Armament: 1 M-7 Gauss Rifle
1 Holly-20 LRM Launcher
1 Holly-6 SRM Launcher
2 Harmon Starclass Medium Lasers
Manufacturer: StarCorp Industries
Communications System: Hector VII
Targeting and Tracking System: Starlight LX-1

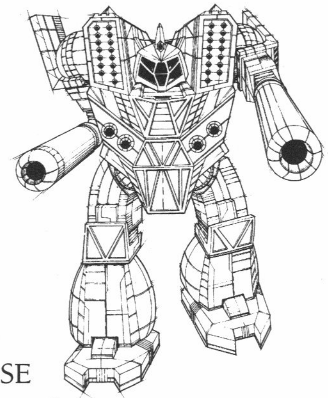
Type: HGN-732 Highlander	*Tons*
Tonnage: 90 Tons	90
Internal Structure:	9
Engine: GM 375XL	14.5
Heat Sinks: 12	2
Gyro:	3
Cockpit:	3
Armor: 278	15.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	29	40/17
Rt./Lt. Torso:	19	28/10
Rt./Lt. Arm:	15	30
Rt./Lt. Leg:	19	38

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
Gauss Rifle	RA	7	15
Gauss Ammo	RT	1	1
CASE	LT	1	.5
CASE	RT	1	.5
LRM-20	LT	5	10
Ammo (LRM-20) 12	LT	2	2
SRM-6	LA	2	3
Ammo (SRM-6) 30	LT	2	2
Medium Laser	RT	1	1
Medium Laser	RT	1	1
Jump Jets	CT	1	2
Jump Jets	LT	1	2
Jump Jets	RT	1	2

MAL-1R MAULER



Mass: 90 tons
Chassis: Alshain Class 101
Power Plant: Hermes 270 XL
Cruising Speed: 32.4kph
Maximum Speed: 54kph
Jump Jets: None
Jump Capacity: None
Armor: New Samarkand Royal Ferro-Fibrous with CASE
Armament: 2 Victory Nickel Alloy Extended-Range Large Lasers
2 Shigunga Long-Range Missile 15-Racks
4 Imperator Smoothie-2 Autocannon
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher Security Plus
Targeting and Tracking System: Matabushi Sentinel

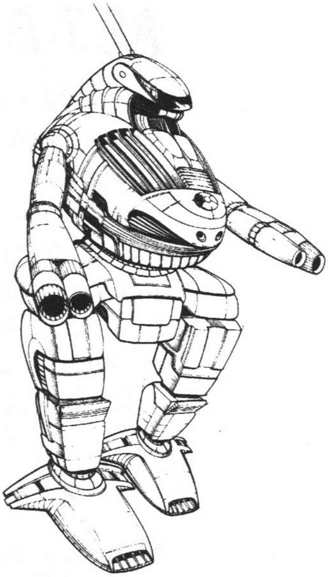
Type: MAL-1R Mauler	*Tons*
Tonnage: 90 Tons	90
Internal Structure:	9
Engine: Hermes 270 XL	7.25
Heat Sinks: 11 [22]	1
Gyro:	3
Cockpit:	3
Armor: 206	11.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	29	27/10
Rt./Lt. Torso:	19	26/10
Rt./Lt. Arm:	15	22
Rt./Lt. Leg:	19	22

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
ER Large Laser	RA	2	5
ER Large Laser	LA	2	5
LRM 15	RT	2	7
Ammo (LRM) 16	RT	2	2
CASE	RT	1	.5
LRM 15	LT	2	7
Ammo (LRM) 16	LT	2	2
CASE	LT	1	.5
AC/2	RT	1	6
AC/2	RT	1	6
Ammo (AC) 45	RT	1	1
AC/2	LT	1	6
AC/2	LT	1	6
Ammo (AC) 45	LT	1	1

ANH-2A ANNIHILATOR



Mass: 100 tons
Chassis: Star League MN-01
Power Plant: Nissan 200
Cruising Speed: 22kph
Maximum Speed: 32kph
Jump Jets: None
Jump Capacity: None
Armor: Starshield Special-b with CASE
Armament: 4 Mydron Excel LB 10-X Autocannon
4 Magna 400P Medium Pulse Lasers
Manufacturer: Unknown
Primary Factory: Unknown
Communications System: Garret T19-G
Targeting and Tracking System: Wasat Aggressor Type 5

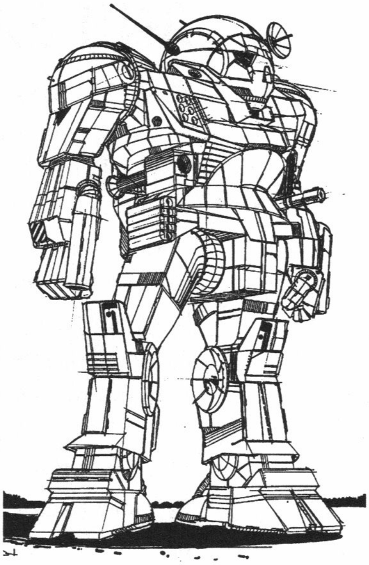
Type: ANH-2A Annihilator	*Tons*
Tonnage: 100 Tons	100
Internal Structure:	10
Engine: Nissan 200	8.5
Heat Sinks: 17	7
Gyro:	2
Cockpit:	3
Armor: 72	12.5

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	31	25/10
Rt./Lt. Torso:	21	21/9
Rt./Lt. Arm:	17	24
Rt./Lt. Leg:	21	24

Weapons and Ammo

Weapon	*Loc.*	*Critical*	*Tonnage*
LB 10-X	RA	6	11
LB 10-X	LA	6	11
LB 10-X	RT	6	11
LB 10-X	LT	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	.5
Ammo (LB 10-X) 20	LT	2	2
CASE	LT	1	.5
Medium Pulse Laser	LA	1	2
Medium Pulse Laser	RA	1	2
Medium Pulse Laser	CT	1	2
Medium Pulse Laser	CT	1	2

AS7-D ATLAS



Mass: 100 tons
Chassis: Foundation Type 10X
Power Plant: Vlar 300
Cruising Speed: 32.4kph
Maximum Speed: 54.0kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Special Heavy
Armament: 1 Class 20 Autocannon
1 LRM-20 Missile System
4 Medium Lasers
1 SRM-6 Missile System
Manufacturer: Na'ir, Hesperus, Quentin
Communications System: Army Comm. Class 5
Targeting and Tracking System: Army Comp. Type 29K

Type: AS7-D Atlas	*Tons*
Tonnage: 100 Tons	100
Internal Structure:	10
Engine: 300 Vlar	19
Heat Sinks: 20	10
Gyro:	3
Cockpit:	3
Armor: 304	19

	Internal Structure	*Armor Value*
Head:	3	9
Center Torso:	31	47/14
Rt./Lt. Torso:	21	32/10
Rt./Lt. Arm:	17	34
Rt./Lt. Leg:	21	41

Weapons and Ammo

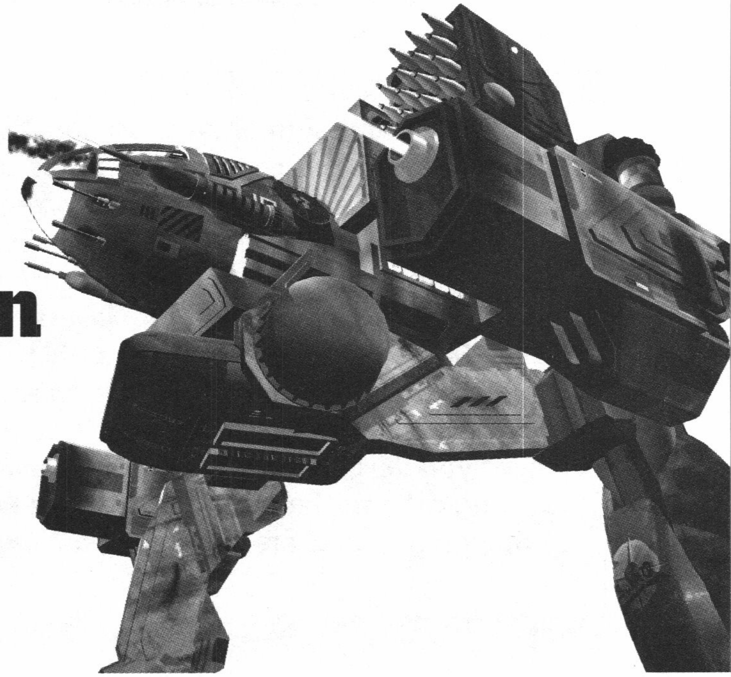
Weapon	*Loc.*	*Critical*	*Tonnage*
AC/20	RT	10	14
Ammo (AC) 10	RT	2	2
LRM-20	LT	5	10
Ammo (LRM) 12	LT	2	2
Med. Laser	RA	1	1
Med. Laser	LA	1	1
Med. Laser	CT	1	1
Med. Laser	CT	1	1
SRM-6	LT	2	3
Ammo (SRM) 15	LT	1	1

Onward

In the final part of the book, we'll examine each major campaign in *MechWarrior 2: Mercenaries.*

Chapter 6

The Campaign Book, Part I



As we explained in Chapter 5, MechWarrior 2: Mercenaries features three types of missions—random missions, single missions, and campaigns. One of the nicest things about this game is that, if you choose to, you can create any number of different mercenary protagonists and play the game over and over, choosing a different career path every time from this wide assortment of missions.

Regardless of how many times you play, you might want to spend at least one mercenary career fighting in nothing but campaigns, from beginning to end, with no random missions at all. This gives you the full impact of the story line, presented as post-mission news briefs, your MechWarrior's Campaign Journal, and the news terminal in Starport.

This chapter leads you through the early campaigns of MechWarrior 2: Mercenaries in the order you'll encounter them, showing you which are tough, which are simple, and how to prepare for all of them.

Climb into the cockpit and get ready for the fight of your life!

If a particular mission proves too hard for you to beat, even after reading the advice found in this chapter, there's no point in allowing yourself to get frustrated. Go to the Combat Variables screen, turn Game Difficulty to Easy, and turn Heat Tracking off. With Heat Tracking disabled, the game doesn't take into account the heat firing your weapons produces. Then you can fire heat-intensive weapons like medium lasers continuously with no ill effects. Now pick a 'Mech you've customized with 10 to 14 medium lasers, and repeatedly Group-Fire those lasers at your enemies.

This is a technique of last resort, so don't try it until you're really stuck. It makes you very hard to beat, but certainly not invulnerable. Even with Heat Tracking off and Game Difficulty set at Easy, you'll find that some of the last campaign missions are still quite challenging!

The Training Campaign

Your first campaign is a training campaign with the Draconis Combine. By all means, feel free to participate in it. However, we won't waste your time talking about it here. The training missions are extremely straightforward, and require no further explanation.

Galdeon Campaign

Your first real campaign is based on the tiny, industrial world of Galdeon V, where the Draconis Combine is having troubles with a local rebellion. This is not a particularly difficult campaign for a beginning MechWarrior, and you can even use the Commando you started the game with to finish this series of missions. Combat is not particularly intense, so a good pilot using caution won't have significant problems. Just make sure to load up your

Commando with extra medium lasers (remove the SRM launcher first) and bring several spares. There's nothing worse than winning a mission but not having enough spare weapons to repair your ailing 'Mech.

Official Summary of the Galdeon Campaign

The Draconis Combine is looking for a few fresh faces to assist in a counter-insurgency campaign on Beta VII. Resistance is expected to be light. City-fighting experience is a plus. The Combine pays for all travel expenses and provides you with a DropShip. Pays 1.5 million C-Bills for the entire campaign, partial payment for partial completion. Pay is already deposited in a Comstar account. The Combine will pay for all reasonable ammunition expenses.

- World: Galdeon V
- Duty: Riot Duty—Search and Destroy
- Begin Date: August 1, 3044
- End Date: December 15, 3044
- Maximum Pay: 1.5 million C-Bills plus bounty and bonus
- Minimum Pay: Bounty
- Salvage Rights: Excellent

Galdeon Campaign, Mission 1: Codename Scalpel

- Draconis Combine—Mercenary Briefing
- Restricted to B Clearance

Novastar Armaments has been supplying native rebel forces with guns and ammunition. This directly violates our proscription against selling weapons to anyone not officially licensed by the Draconis Combine. We must send the traitors and all of Galdeon V's revolutionaries a message.

Enter the city and destroy Novastar's downtown office on the third floor of the I. S. Savings building without firing on any other floors. We want the citizens of Galdeon V to know who's being punished.

- Codename: Scalpel
- Planet: Galdeon V
- Terrain: Urban
- Time: Dawn
- Mean Temperature: 10 Celsius
- Mission Pay: 250,000 C-Bills plus bounty and bonus
- Expected Resistance: Light Tanks, Converted Civilian Vehicles
- Your Call-Sign: Gold-Eagle

DESTROY the THIRD FLOOR of the I. S. BUILDING at NAV ALPHA but AVOID DESTROYING ANY OTHER FLOORS. DESTROY any REBEL FORCES you encounter. RETURN to NAV BETA.

Objectives

- Primary: DESTROY THE 3RD FLOOR OF THE I. S. BANK BUILDING AT NAV ALPHA
- Secondary: DESTROY NO OTHER FLOORS
- Secondary: ELIMINATE ALL ENEMY RESISTANCE
- Return: NAV BETA

Friendly and Neutral Units

- Draconis Combine Crab: Stays near NAV BETA
- Draconis Combine Sentinel: Stays near NAV BETA

Enemy Units

- Rebel Helicopter
- Rebel Commando
- 2 Armored Scout Tanks

Points of Interest

As with all missions in this campaign, this missions is set at the edge of a large city. Most buildings in this city have no strategic significance, though on a tactical level they're useful for hiding. The only real point of interest is the I. S. Bank building itself. You'll have a clear path north to this structure, and a clear walk back south to NAV Beta.

Tactical Notes

This mission illustrates the value of doing your job and leaving as soon as it's finished. You can opt to kill some rebel units after blowing up the bank, but it's not at all necessary, and you're likely to damage your 'Mech.

Learn to use the city's buildings as a shield, and ambush enemy 'Mechs and units as they round the corner.

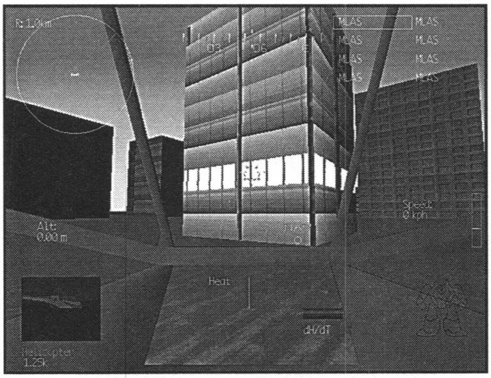


Fig. 6-1. This is the proper building. The floor you must destroy is well lit.

Completing the Mission

This is a fairly straightforward mission. You start near NAV Beta. Target NAV Alpha and walk directly north into the city. You won't encounter much resistance; there's a helicopter flying around, but it's over a kilometer away—much too distant to harass you.

At NAV Alpha there's a large building (Fig. 6-1). Note that the third floor is well lit, while the remainder of the building is dark. As soon as you can get a good shot, stop dead in your tracks and aim straight for the well-lit floor. Put your weapons on Chain-Fire and slowly shoot until the floor is destroyed. Don't shoot the rest of the building!

After you destroy the floor, you receive the radio message that you're caught in a trap. Two Armored Scouts and a Rebel Commando will appear inside the city. These three extra units, along with the helicopter, will try to converge on you. Even with the puny Commando you started the game with, you might be able to beat these four units, but it's more profitable to turn right around and return to NAV Beta. Use the satellite uplink to dodge shots from the rear.

Galdeon Campaign, Mission 2: Codename Snake City

- Draconis Combine—Mercenary Briefing
- Restricted to B Clearance

Our intelligence reports tell us the revolutionaries will take action today.

Mosami Horkiro, Galdeon V's planetary governor, will be evacuating Washkatin on orders of High Command. You must assist his departure. There are several friendly Draconis units in the area, some damaged and under heavy fire. Your first priority is to see that the governor is safely escorted out of the city. However, any assistance you can offer to Draconis forces will be remembered in your bonus.

- Codename: Snake City
- Planet: Galdeon V
- Terrain: Urban
- Time: Night
- Mean Temperature: 12 Celsius
- Mission Pay: 250,000 C-Bills plus bounty and bonus
- Expected Resistance: None
- Your Call-Sign: Gold-Eagle

FIND the GOVERNOR'S ARMORED CAR NEAR NAV ALPHA and ESCORT him OUT of the CITY TO NAV BETA.

Objectives

- Primary: ESCORT THE GOVERNORS ARMORED CAR TO NAV BETA
- Secondary: ASSIST DRACONIS FORCES
- Secondary: ELIMINATE ALL ENEMY RESISTANCE

Friendly and Neutral Units

- 2 Armored Cars (noncombatant)
- 1 Draconis Combine MBT (engaged with Armored Scouts to northeast)
- 2 Draconis MBTs (waiting at NAV Beta)

Enemy Units

- Rebel Jenner
- 3 Armored Scouts
- Rebel Helicopter

Points of Interest

NAV Alpha is meaningless in this mission. NAV Beta is useful because it's where you'll ultimately end up. Basically, you'll fight at the edge of a city and then work your way south. The city itself won't factor prominently in your mission.

At the start of the mission, a lone Draconis MBT (Main Battle Tank) engages three Armored Scouts in a losing battle in the city to your northeast. Unless you feel particularly Herculean, ignore this battle completely and concentrate on the governor.

Tactical Notes

Whenever you're supposed to defend something, always get close to is as quickly as possible, and then stick to it like glue until the mission's end. You might miss out on a few kills that way, but it's the only way to ensure the safety of your charge.

Use Thermal Optics during this mission, or you'll have no idea what's going on.

Completing the Mission

Immediately target the two Draconis Armored Cars. Power up to full speed and run toward them; meanwhile, target your nearest enemy—a rebel Jenner harassing the cars (Fig. 6-2). It doesn't matter if the Jenner destroys the hindmost car, but it can't be allowed to destroy the leading car, which contains the governor.

Target the Jenner and unload with a Group-Fire shot. Continue attacking the Jenner until you've destroyed it. Now follow

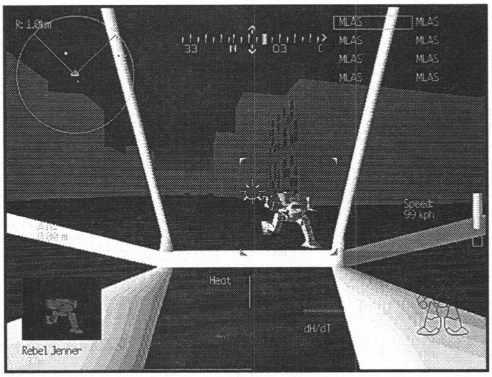


Fig. 6-2. Quickly destroying this Jenner is the key to your mission.

the car at a respectable distance (about 200 meters) as it works its way south. Ignore the triad of Armored Scouts to the northeast; they won't catch up to you.

To be perfectly honest, after destroying that Jenner you can just sit in place and wait until the mission ends, as the Armored Scouts are too far away to hurt the governor, and the Draconis MBTs at Point Beta are usually capable of mopping up the lone enemy helicopter that arrives toward the end of the governor's journey. However, just to be helpful, follow the governor's car closely and shoot down the rebel helicopter that appears near the end of the mission.

Galdeon Campaign, Mission 3: Codename Back Door

- Draconis Combine—Mercenary Briefing
- Restricted to B Clearance

The rebels have taken and are holding Washkatin. They've barricaded the road to the south. You'll end this rebellion by striking at the rebels from behind. Infiltrate the city and drive the enemy into the open.

Identify and destroy the rebel leaders. Without their leaders, the rebels will panic and flee right into our waiting forces.

- Codename: Back Door
- Planet: Galdeon V
- Terrain: Urban
- Time: Day
- Mean Temperature: 15 Celsius
- Mission Pay: 500,000 C-Bills plus bounty at 100,000 C-Bills per enemy.
- Expected Resistance: Washkatin Defense Force
- Your Call-Sign: Gold-Eagle

ENTER the CITY from the NORTH. Make your way to the REBELS. Once you arrive, find the ENEMY LEADERS by IDENTIFYING their 'MECHS and TANKS. Then DESTROY the ENEMY LEADERS. FOLLOW the fleeing REBELS out into the open and assist in their final destruction.

Objectives

- Primary: DESTROY ALL REBEL LEADERS
- Primary: DESTROY ALL ENEMIES

Friendly and Neutral Units

- Draconis Combine Crab
- Draconis Combine Sentinel

Enemy Units

- Rebel Panther (Rebel Leader)
- Rebel Jenner (Scout)
- SRM Carrier (Rebel Crew)
- SRM Carrier (Tank Leader)

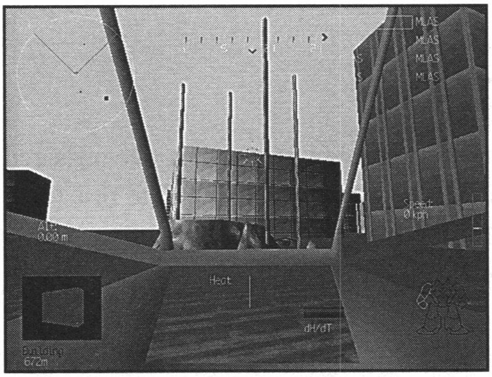


Fig. 6-3. *This structure is definitely strange, but it has no impact on your mission.*

Points of Interest

NAV Alpha is just an arbitrary spot in the center of town. It has no real meaning in terms of the mission. Nor does the unusual structure right next to it (Fig. 6-3), so don't be distracted!

Tactical Notes

As with all city battles, the opportunities for "hide-and-seek" fighting are numerous, and a 'Mech with good short-range punch can easily destroy the rebel 'Mechs and vehicles without sustaining much damage in return.

Don't be afraid to engage the SRM Carriers; the Draconis Combine Crab and Sentinel will be nearby, and will usually draw the Rebels' fire to some extent.

A 'Mech of almost any configuration is capable of completing this mission.

Completing the Mission

You start at a point slightly north of the city, with a Rebel Jenner prowling around somewhat to the south, inside the shelter of the buildings. Head due south, identify the Jenner, and destroy it—preferably by hiding behind a building and delivering a crippling Alpha Strike as it rounds the corner.

Now proceed south, in the general direction of the Rebel Panther that shows up on your targeting system. Ignore NAV Alpha; it has no significance for the mission.

As you proceed south, you'll discover the Rebel Panther and two Rebel SRM Carriers. Slightly south of these units are two Draconis Combine 'Mechs—a Crab and a Sentinel.

Identify and destroy the Panther, which contains one of the Rebel Leaders. Then move on to identify the SRM Carriers: One contains a leader and one doesn't. These Carriers aren't particularly nasty, and if you keep a good distance (and keep moving) they'll concentrate their fire on the Draconis Combine 'Mechs instead of you. Destroy the SRM Carriers quickly, or the Draconis units will beat you to it.

New Ivaarsen Campaign

Your involvement in the New Ivaarsen campaign requires a decent-sized 'Mech (or maybe two) with reasonable speed and firepower. The this campaign's second mission should prove the most difficult; it requires you to handle lots of enemy 'Mechs at once, and make a difficult fight-or-flight decision.

Most reasonably equipped mercenary companies should find the New Ivaarsen campaign manageable. We recommend at least a 50-ton 'Mech, though speed is still more important than pure firepower; jump jets will prove invaluable during the second mission.

Official Summary of the New Ivaarsen Campaign

The Federated Commonwealth needs mercenaries for covert operations on and around the world of New Ivaarsen. Specific world to be disclosed on acceptance of contract. Guerrilla operations are likely, including battles and raids behind enemy lines. High risk goes with high pay. Recommended for a new mercenary unit that needs to make a name for itself. Pays 1.5 million C-Bills; pay is already deposited with Comstar. The Commonwealth will pay for all reasonable ammunition expenses.

Comstar Contract Evaluation

- World: New Ivaarsen
- Duty: Guerrilla Operations
- Begin Date: June 1, 3045
- End Date: October 15, 3045
- Maximum Pay: 1.5 million C-Bills plus bounty and bonus
- Minimum Pay: Bounty
- Salvage Rights: Poor

New Ivaarsen Campaign, Mission 1: Codename Phoenix-Dawn

Your on-planet contact will be one of our scouts, call-sign Red-Eagle. He'll meet you at NAV Alpha, then escort you to our Crystal Desert base. We must keep the base's location secure, but it's in the region of NAV Gamma.

Your drop zone is in the Crystal Desert, which is filled with metallic crystals that will appear on your radar as enemy contacts. You'll be forced to rely heavily on visual sensors.

- Codename: Phoenix-Dawn
- Planet: Proserpina
- Terrain: Crystal Desert
- Time: Late Afternoon

- Mean Temperature: 35 Celsius
- Mission Pay: Bounty only
- Expected Resistance: 1st Amphigean Light Assault
- Your Call-Sign: Raider-1

Contact the REBEL SCOUT (RED-EAGLE) at NAV ALPHA. Return with the scout to the REBEL BASE, most likely located near NAV GAMMA.

Objectives

- Primary: GO TO NAV ALPHA
- Primary: FOLLOW SCOUT TO REBEL BASE

Friendly and Neutral Units

- Rebel 'Mech
- Hovertruck (noncombatant)

Enemy Units

- Draconis Combine Commando
- 2 Draconis Combine Javelins
- 2 Draconis Combine Jenners

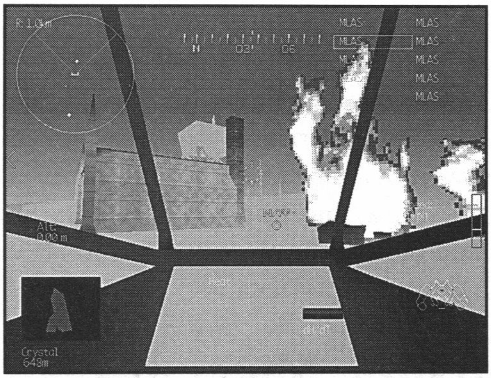


Fig. 6-4. *Parts of the base are in ruins, but that doesn't mean your mission has failed yet.*

Points of Interest

A wall surrounds the base at NAV Gamma in all directions but the south (Fig. 6-4). If the enemy 'Mechs attacking it aren't currently inside this wall, you can get a good crack at them by stationing yourself near the wall's southern opening to wait for them. If they're already inside when you arrive on the scene, then you'll have to get in there, quick!

Tactical Notes

Use your radar and satellite uplink to target enemies. In some locations your targeting system will work fine, but in general you'll find it spotty because of the crystals.

The desert lends itself to high speeds and high temperatures. Watch the heat bar carefully in this mission if you don't want to do yourself serious harm.

Completing the Mission

You start out near a DropShip. A pair of 'Mechs (Draconis Combine Commando and Javelin) lurk nearby, waiting to ambush you. Because the desert's crystals interfere with your targeting system, you must locate them manually and target them with the 'Q' key before destroying them.

After destroying the Combine 'Mechs, proceed toward NAV Alpha. After a short while you receive the message that NAV Alpha is guarded (and hence unsafe), so you should proceed to NAV Beta instead. Do so, and you'll find the Rebel 'Mech waiting there for you. Follow him a short distance to NAV Gamma, where you'll find a walled base that's partially in flames. Use radar and satellite uplink to locate enemy 'Mechs, and then blast 'em before they can level the base. Another Javelin and a Jenner are here attacking the base; if left unguarded they'll enter the base from the south and shoot up the place. The Rebel 'Mech will help you somewhat, but you can't rely on him!

Once you've destroyed these 'Mechs, a Hovertruck that was parked inside the base will start racing toward NAV Delta. Follow it, and in a moment a Jenner appears from the south, heading to intercept the Hovertruck. Go right for the Jenner and blow it up, then proceed to NAV Delta. Your mission won't end until you reach NAV Delta.

New Ivaarsen Campaign, Mission 2: Codename Blood-for-Blood

Here's our chance to get a little revenge. During the Freedom Marches last summer, a DC Commander called Varus ordered 'Mechs to open fire on a peaceful crowd, massacring hundreds of civilians. Varus, or "the Butcher," is inspecting a fire base at NAV point Iota.

One of our recon squads has been stationed in the cliffs above you to keep lookout. You'll start out hidden in a cave, and then move in for the kill when you spot Varus. This one means a lot. Don't let us down.

- Codename: Blood-for-Blood
- Planet: Proserpina
- Terrain: Salt Flats
- Time: Midnight
- Mean Temperature: 10 Celsius
- Mission Pay: Bounty only
- Expected Resistance: 1st Amphigean Light Assault
- Your Call-Sign: Raider-1

Travel to NAV Iota, avoiding Draconis patrols, and DESTROY the FIRE BASE. Find Sho-Sa Varus by INSPECTING buildings and 'MECHS. Once you have found him, KILL VARUS.

Objectives

- Primary: FIND AND KILL SHO-SA VARUS
- Secondary: DESTROY FIRE BASES
- Return: NAV Lambda

Friendly and Neutral Units

- None

Enemy Units

- Draconis Combine Trebuchet
- Draconis Combine Centurion
- Draconis Combine Panther
- Draconis Combine Javelin
- Draconis Combine Vindicator (containing Sho-Sa Varus)
- Laser Turrets

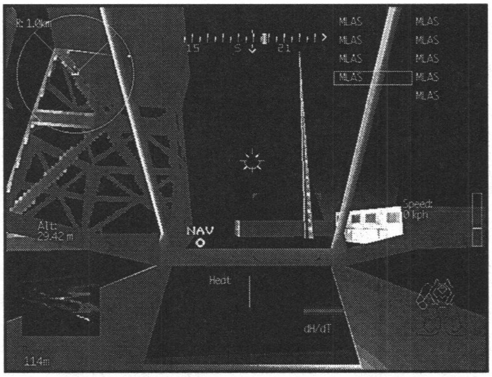

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Fig. 6-5. Destroy this complex and its sister complex in its entirety.

Points of Interest

You must destroy both outposts (at NAV Iota and Kappa). This means leveling every structure, including radar gear and antennae (Fig. 6-5).

Be wary, though, because there are several turrets around the perimeter of each post—especially the one at NAV Kappa.

Tactical Notes

Use your Thermal Optics. It's bright enough that you can see a little without them, but you're much better off using them.

If you stay inside the cave as ordered, you can avoid fighting the patrolling Trebuchet and Centurion. Because you're not likely to have an overpowering 'Mech by this point in the game, you are well-advised to hide.

NAV Iota is where all the real action will happen. Once you get past the swarm of opponents circling that area, you'll know the mission is almost complete.

Completing the Mission

You start this mission in a cave, hiding from a patrol unit consisting of a Trebuchet and a Centurion. You're told to remain in the cave until the unit has passed. Do so; in fact, remain in the cave somewhat longer than you're told, to ensure the patrol is long gone.

Now head for NAV Iota, dead ahead. A Panther guards, along with several laser turrets. You might be tempted to begin a Circle Fight and destroy these units, but if you do so, others come from nearby to join in the fun. A Javelin and a Vindicator also lurk in the vicinity, and those two patrol 'Mechs will come back to harass you if you take too much time. If you have a big 'Mech by now you can opt to destroy everything, but let's assume you've still got a small, fast 'Mech or two—though hopefully something bigger than the Commando you started the game with.

Instead of fighting, proceed north of NAV Iota, blasting outpost structures as you pass. Then identify and begin a Circle Fight with the Vindicator, keeping north of the outpost so the laser turrets won't bother you. The key is to keep moving, because standing still is lethal with all these turrets and 'Mechs in the area. Also, note that you must identify the Vindicator before destroying it, or your mission will be considered a failure.

Now move along to NAV Kappa. There are more turrets here, and the other 'Mechs are probably harassing you. Use the satellite uplink to dodge their fire as you proceed, then switch back to the normal view to blast the structures you find there. When you've destroyed all the buildings, get out quickly without bothering to destroy the turrets. Return to satellite uplink view and head for NAV Lambda. You're done when you get to the dust-off point.

This is a tense, difficult mission. Prepare to try it several times. The difficulty lies in the fact that you probably can't destroy all your enemies, so you'll have to be fast and precise, running away and dodging when you can't win with firepower.

New Ivaarsen Campaign, Mission 3: Codename Crystal Storm

All right, let's keep the streak going. We've located a full lance of Draconis Assault 'Mechs and some recon 'Mechs on their way from Proserpina Capital to a fire base. We placed an artillery unit on a foothill overlooking the Assault Lance's march path, but a sandstorm has completely obscured their path and location.

We're not quite sure where they are, so you have to go into the storm, find them, and then keep them occupied so the artillery can do its job.

- Codename: Crystal Storm
- Planet: Proserpina
- Terrain: Sandy Desert
- Time: Afternoon
- Mean Temperature: 30 Celsius
- Mission Pay: Bounty only
- Expected Resistance: 1st Amphigean Light Assault
- Your Call-Sign: Raider-1

DEFEND the ARTILLERY PLATOON throughout the mission. Search for the DRACONIS HEAVY LANCE. Assist the artillery in DESTROYING the DRACONIS LANCE.

Objectives

- Primary: DEFEND THE ARTILLERY PLATOON
- Primary: FIND THE DRACONIS LANCE
- Primary: DESTROY THE DRACONIS LANCE

Friendly and Neutral Units

- Three Artillery Units (on a mesa)

Enemy Units

- Draconis Commando
- Draconis Sentinel
- Draconis Dragon
- Draconis Atlas
- Draconis Centurion
- Draconis Awesome

Points of Interest

There isn't much out here, just desert and some cliffs. The mesa you start the game on contains three artillery units; none help much, and they can quite possibly hinder. Watch out for their poorly aimed missiles!

Terrain won't be much of a factor in this battle. It all comes down to your combat skills.

Tactical Notes

The Circle Fight is essential during this mission. If you charge head-on into these heavy 'Mechs, you'll end up fried. It's very hard to complete this mission with the Commando you started the game with, even if you've modified it heavily. A bigger 'Mech with more firepower is definitely useful—but it can't be too slow, because you need to be able to dodge enemy shots.

In case you were curious, or you happened to get into this mission with severely underpowered 'Mechs, we have beaten the mission with a single Commando on the Easy setting, so it definitely isn't impossible. It's also possible on the Normal setting, though it usually takes a very good pilot and several tries.

It's sometimes good to hide behind the artillery mesa after engaging the enemy, if only to avoid getting hit by friendly fire!

Completing the Mission

You could start the mission by running straight north the minute you hit the ground, and you'd wind up right in the middle of the Assault Lance. Optionally, you could try to destroy the Commando and Sentinel hanging around the artillery mesa first. Some players prefer to charge right in and battle all the Draconis 'Mechs at once, but if you're having problems, you should take care of the little 'Mechs before wandering north to encounter the big ones.

Anyway, that Assault Lance isn't hard to find. Just walk north and you'll see them walking westward. They tend to ignore you until you shoot them or get uncomfortably close.

Unfortunately, the artillery won't help you much at all. You've got to Circle Fight those Assault 'Mechs to death. Ideally, you fire at one 'Mech, fight with it, and destroy it before shooting a different one and drawing its attention. In practice, you might find yourself shooting them all, more or less accidentally, as you try to duel with one of them. Either way, you might have to try this mission several times unless you've got lots of firepower. It's tough. Just remember—Circle Fight.

New Ivaarsen Mission 4: Codename Final Strike

Tomorrow you go into Proserpina's capital. Most civilians have already evacuated, but there's still a POW camp in the middle of the city. We're sending in rescue trucks to get those men out, and you have to protect them.

An infantry platoon is in position at the Rising Sun Hotel to assist your attack. "Inspect" the building to get their help.

- Codename: Final Strike
- Planet: McComb
- Terrain: City
- Time: Afternoon
- Mean Temperature: 35 Celsius
- Mission Pay: 1.5 million C-Bills plus bounty
- Expected Resistance: 1st Amphigean Light Assault
- Your Call-Sign: Raider-1

ESCORT the RESCUE TRUCKS to the POW camp and back to the COMMAND POST. Make certain the trucks and the POWs in the BARRACKS get away safely. We've provided you with an 85-ton STK-3F STALKER for this mission only. The rest of your unit has been ordered to other fronts.

Objectives

- Primary: ESCORT RESCUE TRUCKS
- Primary: DESTROY THE DRACONIS LANDING FIELD
- Bounty: DESTROY ALL ENEMY 'MECHS
- Return: REBEL COMMAND POST

Friendly and Neutral Units

- 2 Rescue Trucks (noncombatants)
- Infantry (inside the Rising Sun Hotel)

Enemy Units

- Draconis Manticore (tank)
- Draconis MBT (main battle tank)
- Draconis Panther
- 2 Draconis UrbanMechs
- Crippled Draconis Atlas
- Crippled Draconis Orion
- Draconis Javelin

Points of Interest

The Rising Sun Hotel is useless, but the infantry inside will at least attempt to shoot the bad guys. Target the hotel and identify it for their support; it's a nice gesture, at least …

Don't forget about the Javelin perched high on a building to the west of the POW camp. Go play with him after eliminating all the other Draconis 'Mechs.

Tactical Notes

Thermal Optics? You'll have to decide whether to use them. The intense fog during this mission is about as bad as the reddish Optics view, so flip back and forth a couple of times and then take the view that looks best.

You can take lots of punishment in the 'Mech you're provided for this mission, and it doesn't matter how much you get shot up. So you can take it easy for once, and not worry if your paint job gets scratched. Just try not to let your weapons systems get knocked out. If you've followed our instructions on customizing 'Mechs, you're used to having 'Mechs with all their weapons mounted in the torso, legs and head. This 'Mech, like most standard 'Mechs, has arm-mounted weapons, so beware.

Completing the Mission

You start out near the rebel base. A Draconis Manticore and Draconis MBT wait for the Rescue Trucks; they're situated dead ahead. For some reason it's very difficult to hit the tanks unless you're practically on top of them. Even if you have a missile lock or your sights are right on 'em, your shots tend to go high. So charge right up and take them out from close range with grouped laser shots and short-range missiles.

Now you start your inexorable march north. The Rescue Trucks travel more or less due north, up a broad, main road, and it's your job to follow them. Your Stalker is big and slow, so you'll spend most of the mission at full throttle just trying to keep up.

As you proceed north, you'll run into an UrbanMech and Panther. Attack them right away so they don't have a chance to hurt the Rescue Trucks. It's okay if you fall behind somewhat while destroying these 'Mechs.

As you proceed north, you'll see a large building on the right—the Rising Sun Hotel. Target it with 'Q' and then identify it with 'I' when you're close. This activates some rebels inside, who'll give you a little artillery support.

As you approach the POW camp, several more 'Mechs pop up to greet you. These include an UrbanMech, damaged Atlas, and damaged Orion. A Javelin sits on top of a building to the west; destroy it after taking care of the other 'Mechs.

After cleaning out these 'Mechs you should follow the Rescue Trucks (or truck, as sometimes only one chooses to make the journey back) all the way back to your initial starting point. That's all you need to do!

This mission's main danger lies in getting your arms blown off and being left weaponless. If one side's weapons get destroyed, then try to protect the other side of your 'Mech from further damage.

New Ivaarsen II

New Ivaarsen II is a very tough campaign. The first mission is routine, and the last mission can be made very simple if you're fast and possess a 'Mech with jump jets, but second mission can be a real nightmare.

You'll need a good-sized 'Mech or two, perhaps 50 or 60 tons, with good speed, jump jets and a big complement of powerful weapons. Jump jets are absolutely essential, and speed is also necessary to avoid the dead-eye MechWarriors you'll encounter in those later missions.

Official Summary of the New Ivaarsen II Campaign

The Draconis Combine needs a group of highly motivated, highly skilled mercenaries to perform sensitive, covert operations to be disclosed after they sign the contract. Pays 2 million C-Bills, already on deposit with Comstar. Contract lasts for four months and is recommended for a unit with fast 45–65-ton 'Mechs. The Combine will pay for all reasonable ammunition expenses.

Comstar Contract Evaluation

- World: Unknown
- Duty: Deep-Strike
- Begin Date: June 1, 3046
- End Date: November 1, 3046
- Maximum Pay: 2 million C-Bills plus bounty and bonus
- Minimum Pay: Bounty
- Salvage Rights: Poor

New Ivaarsen II, Mission 1: Codename Dagger Strike

Your mission is to destroy a Commonwealth advanced base, its entire complement of defending 'Mechs, and its defensive turrets.

Our intelligence agents have discovered the frequencies and scramble codes of the Federated Commonwealth combat channels. You'll be able to hear all enemy communications.

- Codename: Dagger Strike
- Planet: New Ivaarsen
- Terrain: Snowy Wastes
- Time: Pre-dawn
- Mean Temperature: -15 Celsius
- Mission Pay: Bounty only
- Expected Resistance: 1st Chasseurs
- Your Call-Sign: Strike-Alpha

Go to NAV OMICRON. DESTROY the WIND-POWER PLANT. Then go to NAV PI and DESTROY the FC ADVANCED BASE and any DEFENDERS. After destroying the base, wait for and then DESTROY the RETURNING PATROLS.

Objectives

- Target: DESTROY THE BASE DEFENDERS
- Target: DESTROY ADVANCED BASE
- Target: DESTROY RETURNING PATROLS
- Bonus: DESTROY WIND POWER

Friendly and Neutral Units

- None

Enemy Units

- FC Panther
- FC Assassin
- FC Mongoose
- FC Sentinel
- Multiple Turrets
- Savanna Master Hovercraft (multiple)
- Mobile Command Center
- ATV

Points of Interest

The wind-power generators are large but vulnerable; a few choice shots can destroy them. The walled base is a very simple structure, but you must level every single piece of its walls and towers before it's considered "destroyed."

Tactical Notes

You can use the walled base as a staging area for Hit and Run tactics; otherwise, ignore the base and use standard Circle Fight tactics to beat your foes.

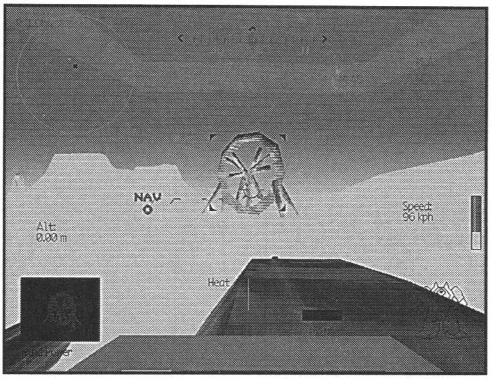

Fig. 6-6. Destroy these structures and the power transformer, as well.

Completing the Mission

You start out alone, near the side of a large ridge. Multiple enemy 'Mechs are visible on your targeting equipment: Ignore them for the moment. They're a patrol party, and it's not to your advantage to attack them yet.

Proceed directly north to NAV Omicron, and destroy the three windmill-like structures (Fig. 6-6), and a nearby power transformer. When this is complete, you'll be informed that laser turrets no longer protect the base at NAV Pi.

Head directly for the base at NAV Pi. Note that the turrets are now completely nonfunctional; ignore them for the time being. Inside the walled base at Pi is a Mobile Command Vehicle, an ATV, a Fuel Tank, and a small building. Go inside and destroy these targets, then start shooting at the base's walls and towers from within. You must shoot each of the base's four walls, and each of its four towers before the base will be fully destroyed. If you hurry, you can finish this job before the patrol party returns to counterattack.

When the patrol returns, attack and destroy their 'Mechs. Then destroy the disabled turrets outside the base. After completing everything, you can head for NAV point Rho to end the mission. You probably won't be able to avoid the swarm of Savannah Master hovercraft that appear following the base's destruction, but they'll blow up quickly if you tag them with a few choice shots.

New Ivaarsen II, Mission 2: Codename Paper Tiger

Begin by destroying an FC supply truck to draw the enemy away from the landing field—your true target. Evade other enemy 'Mechs in a small field of ice pillars that stand close to the base. Destroy the landing field and then escape as quickly as possible to a mountain pass at NAV Epsilon. Two attack helicopters will cover your retreat. As usual, you'll be tapped into enemy combat channels.

- Codename: Paper Tiger
- Planet: New Ivaarsen
- Terrain: Tundra
- Time: Afternoon
- Mean Temperature: -20 Celsius
- Mission Pay: Bounty only
- Expected Resistance: 1st Chasseurs
- Your Call-Sign: Strike-Alpha

FIND and DESTROY the FC TRUCK. Then maneuver into the ice pillars. MOVE THROUGH the ICE PILLARS, DESTROY the LANDING FIELD at NAV DELTA, and FLEE to NAV EPSILON.

Objectives

- Target: DESTROY THE LANDING FIELD
- Bonus: DESTROY THE FC CONVOY
- Return: ESCAPE TO NAV EPSILON

Friendly and Neutral Units

- 2 Helicopters

Enemy Units

- FC Sentinel
- FC Flashman
- FC aerospace Fighter
- FC Centurion
- FC Stalker
- FC Truck

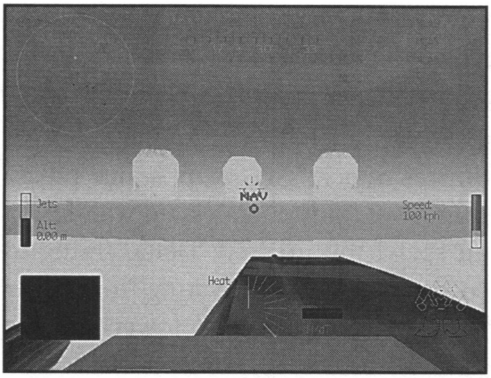

Fig. 6-7. Run for your life toward those DropShips and blow 'em up, along with all the other airfield buildings.

Points of Interest

The ice towers are useless unless your 'Mech is equipped for hide-and-seek combat, and you're resolved to win by destroying all your enemies. The airfield to the west contains six structures you must destroy—three DropShips, two hangars and a radio tower.

Tactical Notes

Your two main options are to go with pure power, crushing enemy 'Mechs as they approach your unit in typical Circle Fight fashion, or to try to zip past the bad guys with an insanely fast 'Mech equipped with jump jets.

Both tactics can be difficult. Try both, and experiment with different 'Mech types. If things get too bad, turn game difficulty to Easy and turn off Heat Tracking. Even then, it might take you a few tries unless your team has sufficient beef. This is a tough one!

Completing the Mission

After you're dropped on-site, use the 'E' key to target the nearest enemy—a pair of FC Trucks sitting on the road to the northwest. Approach and destroy the trucks.

An FC Flashman, FC Sentinel, FC Centurion, and FC aerospace Fighter will appear at various spots on the map in response to your attack. An FC Stalker will also pop up in a few moments, though it won't advance; it stays near NAV Delta and defends the airfield. Duck into the ice pillars—they're very close, just to your southwest. Depending on how you've configured your 'Mechs, you could now remain in the pillars and employ Hit and Run tactics, or stay out in the open for a Circle Fight. Even if you're trying for a speedy finish to the mission, it's sometimes best to Circle Fight your faster opponents, as they'll hound you mercilessly as you try to run away. Whatever you do, proceed carefully: These pilots are particularly good. If you don't have a good complement of powerful 'Mechs and good pilots, you won't survive the fight. If you do survive, you should now approach the air base from the north to avoid activating the Stalker guarding it.

Optionally you can try the pure speed approach. If you do this, don't get impatient, and don't let your subordinates attack. Get in those ice pillars and watch the satellite uplink. When most of your enemies are wandering around in those pillars, jet out at full speed toward NAV Delta, trying to approach it from the north—again, so you can avoid activating the Stalker parked there to defend it. Attack the hangars, the satellite tower and the three DropShips parked at the airfield (Fig. 6-7).

Now try to flee your pursuing enemies and get to the mountain pass at NAV Epsilon.

If the speed approach fails, your best bet is to approach the mission like a pure combat mission, eliminating each enemy in turn as they get close enough to fire at you. You'll need good 'Mechs and great skills to finish this mission, or you'll need to cheat a little with Combat Difficulty and Heat Tracking. An AC/20 wouldn't hurt, either.

New Ivaarsen II, Mission 3: Codename Fox Hunt

WARNING: Decoding Failed—Transmission Data Corrupted

Congratulations Mec~+rrior, your efforts have been successf%#). It's time X&!&ou to flee before you are captured .. Comm&nw++lth troops.

The DropShip will wait for you through the night %#t will lift off at ^&# Once the DropSHip is discovered wait+ng, the Commonwealth will ga6her as many "Mechs together as they can and try to attack XX. At dawn the DropShip will no longer be safe and will be forced to flee. However, there's an alternative. A small ^%)~ wiXl be *_@#$...

- Codename: Fox Hunt
- Planet: New Ivaarsen
- Terrain: Snowy Highlands
- Time: Pre-dawn
- Mean Temperature: -35 Celsius
- Mission Pay: 2 million C-Bills plus bounty
- Expected Resistance: 1st Chasseurs, 19th Arcturan Guards
- Your Call-Sign: Strike-Alpha

Go to NAV RHO and cross the bridge there to get across the canal. Avoid all enemy patrols and get to NAV SIGMA to ESCAPE FROM NEW IVAARSEN.

Objectives

- Target: ESCAPE FROM NEW IVAARSEN AT NAV SIGMA

Friendly and Neutral Units

- DropShip

Enemy Units

- FC Mongoose
- FC Jenner
- FC Crab
- FC Assassin
- FC Zeus
- FC Thug

Points of Interest

Ignore the bridge and jet over the chasm. Jet up the glacier to reach the DropShip. Piece of cake, right?

You won't have enough time to enjoy the scenery if you do this mission right.

Tactical Notes

Run like hell. Don't bother fighting.

Completing the Mission

You'll start out in a hilly area with a Jenner and a Mongoose nearby. Destroy these units quickly with conventional Circle Fight tactics before proceeding west toward NAV Rho. Optionally, have a subordinate distract the 'Mechs as you run west.

At NAV Rho you must cross a bridge—unless you've got jump jets. A Crab and an Assassin will get on the bridge from the other side and block it if you try to cross. It's possible to squeeze past them, but much better to bypass them entirely with your jets.

On the other side of the chasm, a Zeus and a Thug will power up to attack you. Avoid them; proceed toward NAV Sigma. A radio message tells you that you can still get off the planet if you're too slow to reach the DropShip; in that case you must follow a road to the south until you reach a Jeep, which will guide you home.

You don't need to bother with that Jeep if you get to the DropShip quickly. NAV Sigma is atop a steep glacier most easily approached from the northwest; the east slope is too steep. If you have jump jets, however, you can just jet straight up there and end the mission. This is by far the best way to succeed.

If you have no jets, you'll undoubtedly miss the DropShip and be forced to take the road south of the big glacier containing NAV Sigma. It starts right at the base of the glacier and proceeds due south. Again, why not just make it easy on yourself and use jump jets, so you can catch the DropShip and avoid all that nonsense?

Liezen Campaign

The Liezen campaign's first two missions require delicate aim, but aren't excessively difficult once you get used to shooting at aerospace fighters. The third mission is pure combat, however, and is extremely demanding on your 'Mech. You'll need a very good-sized 'Mech (at least 60 or 70 tons) with great close-range combat abilities to succeed in the third mission—or you'll need to set the difficulty to Easy, turn Heat Tracking off in the Combat Variables screen, and pray.

Official Summary of the Liezen Campaign

The Free Rasalhague Republic needs a small mercenary unit to escort an Ice Ship to the tiny, water-poor world of Liezen. Once at Liezen the Ice Ship will be cut into chunks and delivered to the world's cities. The mercenary unit should contain at least one 'Mech 45 tons or heavier. Contract is for six months and pays 2.5 million C-Bills. The Republic will pay for all reasonable ammunition expenses.

Liezen Mission 1: Codename Dawn Watch

The Ice Ship is headed for Liezen's Legrange-4 point, where the ice will be cut up into manageable chunks for transport to the water-poor surface below.

Unfortunately, it appears that not everyone approves of this mission of mercy. We've already detected a large squadron of mercenary aerospace fighters whose intentions we must assume are hostile. The key to our mission is the Command Center. If we lose it, we won't be able to steer the Ice Ship.

We've equipped your 'Mech with special thrusters on the shoulders that will allow you to fight on the Ice Ship's surface without floating into space.

- Codename: Dawn Watch
- Location: 1 AU from Liezen L4
- Terrain: Space
- Mean Temperature -120 Celsius
- Mission Pay: 500,000 plus bounty
- Expected Resistance: Mercenary Aerofighters
- Your Call-Sign: Gold-Eagle

PATROL the surface of the ICE SHIP. DEFEND the COMMAND CENTER and any other targets that may fall under enemy fire.

Objectives

- Target: DEFEND THE COMMAND CENTER

Friendly and Neutral Units

- None (Ice Ship)

Enemy Units

- 6 Heavy aerospace Fighters

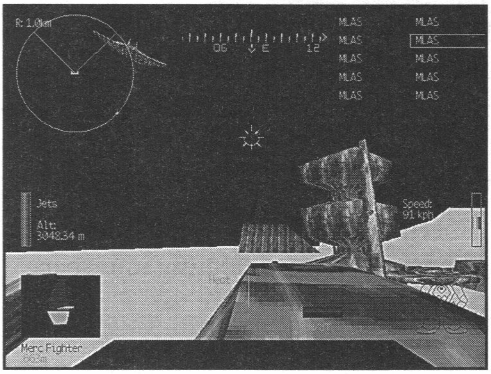
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Fig. 6-8. Defend this command center.

Points of Interest

You'll spend this entire mission on a huge ship—so huge it seems like normal terrain. The only main points of interest are the Engines in back of the ship and the Command Center (the strangely shaped outcropping seen in the bottom-right segment of Fig. 6-8).

Tactical Notes

Your whole objective is to defend the ship. In tactical terms this means you've got to destroy those enemy fighters as fast as possible.

Don't run at full speed; just set the throttle low and move slowly, or sit still and let yourself serve as a static gun emplacement. You won't take too much fire from the aerospace fighters, even when sitting perfectly still, and it will be much easier to hit them when you aren't moving.

It's possible to fall off the edge of the ship. Because your 'Mech's top speed will be more than double its normal top speed due to the lack of gravity, be careful!

Completing the Mission

Completing the mission is simply a matter of calmly targeting the closest fighter, blasting it into oblivion, and moving on to the next. You might have to attempt this mission a few times just to get the hang of leading the fighters, which are very fast and difficult to hit.

Typically you'll need to break both wings off the fighter, then destroy its fuselage. Because you're in space, shooting off a wing won't cause the fighters to crash. Hitting the lone fuselage can be hard; it's a small target. Don't be frustrated. Just practice.

Your lancemates will generally be useless on this mission. They have trouble hitting the fighters, and the lack of gravity seems to give them problems.

Liezen Mission II: Codename Snow Fort

We've been lucky so far, but an unidentified JumpShip has just arrived in our area and appears to be hostile. A 'Mech Carrier and other units are also closing on the Ice Ship.

- Codename: Snow Fort
- Location: 0.7 AU from Liezen L4
- Terrain: Space
- Mean Temperature: -120 Celsius

- Mission Pay: 500,000 plus Bounty
- Expected Resistance: Unknown Mercenary Unit
- Your Call-Sign: Gold-Eagle

PATROL the surface of the ICE SHIP. DEFEND the COMMAND CENTER and any other targets that may fall under enemy fire. You may experience some difficulty with your targeting systems because the enemy JumpShip emits a radar pulse that renders your radar ineffective.

Objectives

- Target: DEFEND THE COMMAND CENTER
- Bonus: DESTROY ALL ENEMY BOARDERS

Friendly and Neutral Units

- None (Ice Ship)

Enemy Units

- Mercenary Carrier
- Mercenary DropShip
- 2 Mercenary Fighters

Points of Interest

Hey, check out the cool mercenary DropShip! Uh-oh. Looks like it's got its grappling hooks stuck on the Ice Ship. You'd best destroy those hooks.

The Mercenary Carrier is the other vessel to watch. It spits out enemy 'Mechs occasionally, and it's nearly impossible to target them due to radar jamming. It's easiest to watch them and pursue them as soon as they board.

Tactical Notes

This is an easy mission, largely because the 'Mechs that are supposed to board your ship tend to miss, falling instead into the cold vacuum of space. This makes for a pretty easy job. Newer versions of *MechWarrior 2: Mercenaries* may have changed this "feature," however, so stay alert for possible boarders.

Completing the Mission

As you begin the mission. a Mercenary Carrier and a DropShip float across your field of view. The Carrier looks like a zeppelin, and the DropShip looks like a zeppelin with big spikes sticking out of the back. The DropShip quickly approaches and sends out grappling hooks to snare the Ice Ship. Run up as quickly as possible and blast those hooks; then scan for enemy boarders. If none appear, head back toward the Engines, where a pair of aerospace fighters will try to harass the ship's aft portion. Down them, and run back toward the Command Center, and you will have completed your mission. It may take a little while for the mission to actually terminate.

You may have to deal with boarders as well, but due to some strange pilot error, most of the enemy 'Mechs tend to get dropped off in space rather than on top of the Ice Ship. Too bad for them.

New Ivaarsen Mission 3: Codename Starlight Hunt

We've detected several strange contacts on the surface of the Ice Ship. Battles and constant acceleration have damaged the ice chunk somewhat, opening fissures and causing some of the chemical ice to boil away into space.

We believe some mercenaries may already be on board the Ice Ship, sabotaging our mission from within a cave in the ship's surface. Search the cave and destroy any enemies.

- Codename: Starlight Hunt
- Location: 0.4 AU from Liezen L4
- Terrain: Space (Ice Cave)
- Mean Temperature:-120 Celsius
- Mission Pay: 750,000 C-Bills plus bounty
- Expected Resistance: Unknown Mercenary Unit
- Your Call-Sign: Gold-Eagle

PATROL the surface of the ICE SHIP. FIND and DESTROY all ENEMIES. YOU WILL HAVE NO 'MECH OR AEROFIGHTER SUPPORT.

Objectives

- Target: DESTROY ALL ENEMY 'MECHS

Friendly and Neutral Units

- None (Ice Ship)

Enemy Units

- Merc Flashman
- Merc Crab
- Merc Commando

Points of Interest

There are no points of interest in here. Your battlefield is a small cave with icy walls, where it's extremely hard to fight.

Tactical Notes

If you don't happen to have a large 'Mech with great short-range firepower, this mission can be hell. Maintain low speeds (around 70kph) to avoid crashing into walls, and take out enemy 'Mechs as quickly as you can, preferably with disabling leg shots.

Completing the Mission

This is a fast and brutal little mission. You'll either kill or be killed in a matter of moments. You're dropped alone into a small ice cave, and forced to fight three 'Mechs with excellent pilots. Your only hope is to have a big 'Mech with massive firepower, allowing you to disable the enemy 'Mechs quickly.

If your 'Mech isn't up to the challenge, this is a terrible mission. If you happen to have an 80-tonner with an AC/20, however, this mission is short and sweet.

Note: Your lancemates won't appear in this mission, so you must choose the biggest and best 'Mech you've got if you want to survive.

Gravenhague Campaign

The Gravenhague campaign involves straightforward, manageable combat. If you have at least two heavy 'Mechs with good weapons systems, you'll find the Gravenhague campaign both easy and profitable. The main obstacles in this campaign aren't combat-related, but decision-related. Should you attack a lance of 'Mechs or a DropShip? Should you turn on your employer? But these dilemmas are easily solved.

Official Summary of the Gravenhague Campaign

The Draconis Combine needs a small but experienced mercenary unit to remove the mercenary unit known as the "Dread Legion" from the Combine world of Gravenhague. This contract pays 3 million C-Bills for six months of service. The ideal unit should have several heavy 'Mechs. The Combine will pay for all reasonable ammunition expenses.

COMSTAR CONTRACT EVALUATION

- World: Gravenhague
- Duty: Planetary Assault—Search and Destroy
- Begin Date: April 1, 3048
- End Date: October 10, 3048
- Maximum Pay: 3 million C-Bills plus bounty and bonus
- Minimum Pay: Bounty
- Salvage Rights: Good

Gravenhague Campaign, Mission 1: Codename Glittering Gold

Water's extremely valuable on Gravenhague, a desert planet, and the tiny township of Drevenshire has one of the few existing water stores. The Dread Legion has been relying on these million-liter tanks, so you must take control of them. Don't allow them to be destroyed—you'll rely on that water, as well.

Drevenshire defense forces agree to remain neutral as long as you don't fire on the town. Capture all the tanks and we'll give you a 300,000 C-Bill Bonus.

- Codename: Glittering Gold
- Planet: Gravenhague
- Terrain: Desert Ocean
- Time: Day
- Mean Temperature: 25 Celsius
- Mission Pay: 500,000 plus bounty and bonus
- Expected Resistance: Dread Legion
- Your Call-Sign: Rattler

CAPTURE AT LEAST 50 PERCENT of the WATER TANKS at NAV ALPHA intact. DESTROY all ENEMY 'MECHS and DO NOT ATTACK THE TOWN.

Objectives

- Target: CAPTURE 50 PERCENT of the WATER TANKS INTACT
- Bonus: CAPTURE ALL THE WATER TANKS
- Bounty: DESTROY ALL ENEMY 'MECHS

Friendly and Neutral Units

- Several Neutral Tanks

Enemy Units

- DL Assassin
- DL Hunchback
- DL Crab
- DL Catapult
- DL Sentinel

Points of Interest

The Water Tanks are supposedly of great interest here. Actually, they just sit off on the horizon while you slug it out with the Dread Legion.

Tactical Notes

The terrain is quite flat, so Circle Fighting is the order of the day. Ignore everything but approaching enemy 'Mechs.

Use your Thermal Optics, as the sunset can interfere with target acquisition.

Completing the Mission

You'll start out in the middle of a "desert ocean" (that is, a big flat expanse of sand) with multiple enemies all around you. Continually target and destroy the closest enemy with Group-Fire. Allow a subordinate to attack enemy 'Mechs before you actually fire on them, so the enemy will ignore you until you can get in a few good shots.

This is the essence of the mission. Eventually, as you approach and kill each opponent, you'll work your way toward the edge of town. If you kill quickly, you'll get the bonus for preserving all the town's water. If not, the Dread Legion will have had time to destroy a few of the tanks before you get there.

Either way, this mission isn't hard if you have a big 'Mech with big guns, and a companion to take the brunt of enemy fire before you engage them.

Gravenhague Campaign, Mission 2: Codename Dust River

We control the water, thus forcing the Dread Legion into retreat. Now we must prevent the Legion warriors from leaving Gravenhague. The Dread Legion will have to rely on a single ravine to reach the safety of their DropShip.

A Legion MechWarrior who knows he can't escape has contacted us. In return for safe passage from Gravenhague, he'll turn against his unit when you inspect his 'Mech.

- Codename: Dust River
- Planet: Gravenhague
- Terrain: Dust Estuary
- Time: Day
- Mean Temperature: 30 Celsius
- Mission Pay: 500,000 plus bounty and bonus
- Expected Resistance: Dread Legion
- Your Call-Sign: Rattler

STOP the DREAD LEGION 'MECHS from REACHING THEIR DROPSHIP. DESTROY all ENEMIES that try to escape OR DESTROY the DROPSHIP. INSPECT the DREAD LEGION CATAPULT to activate the TRAITOR.

Objectives

- Target: HOLD THE PASS AGAINST THE DREAD LEGION

  OR
- Target: DESTROY THE DREAD LEGION DROPSHIP

Friendly and Neutral Units

- DL Catapult (traitor)

Enemy Units

- DL Catapult (traitor)
- DL Jenner
- DL Hunchback
- DL Centurion
- DL Thug
- DL DropShip

Points of Interest

The enemy DropShip will circle around a point about 500 meters south of the canyon while it awaits forthcoming enemy 'Mechs. You can either wait here for it, or seek it out and follow it to this place, shooting it all the while.

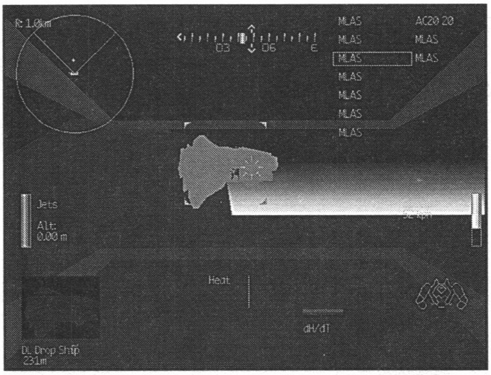


Fig. 6-9. This DropShip is easy pickin's compared to a couple of lances of Dread Legion 'Mechs.

Tactical Notes

This battle illustrates the importance of choosing the easier of two alternatives. In this case, destroying the Dread Legion's DropShip (Fig. 6-9) is far preferable to destroying all the 'Mechs issuing from the canyon.

Oh yeah, it also illustrates the importance of Thermal Optics. Turn 'em on or you won't see a thing in the twilight!

Completing the Mission

You start the mission slightly south of the canyon. Immediately target the Dread Legion DropShip and attack it; order your subordinates to do the same. If you shoot the DropShip slowly and methodically, you'll wear it down over a span of a minute or so. Take time out from your target practice to kill the Dread Legion Jenner approaching from the canyon, then go back to finishing off the DropShip.

Waiting and facing all the 'Mechs of the Dread Legion is indeed a viable option, but it's definitely a much harder one. Take the easy route and blow up the DropShip instead.

Gravenhague Campaign, Mission 3: Blood Cauldron

Now we prepare for our final triumph. The remaining Dread Legion 'Mechs are hiding in the rusted hull of a huge ocean liner high on the former shoreline. Go into the ship and destroy the disloyal mercenaries.

- Codename: Blood Cauldron
- Planet: Gravenhague
- Terrain: Ocean Liner Hull
- Time: Day
- Mean Temperature: 34 Celsius
- Mission Pay: 1 million C-Bills plus bounty
- Expected Resistance: Dread Legion
- Your Call-Sign: Rattler

ENTER the HULL and DESTROY the DREAD LEGION. Your own DropShip has already landed to take you off Gravenhague. RETURN to your DROPSHIP at NAV ALPHA when you've destroyed the DREAD LEGION.

Objectives

- Target: DESTROY ALL ENEMIES
- Target: DUST-OFF AT NAV ALPHA

Friendly and Neutral Units

- DC Thug
- DC Dragon

Enemy Units

- DL Flashman
- DL Crab
- DL Centurion

Points of Interest

The huge shell of an ocean liner where your opponents are hiding does not make good terrain for a Circle Fight, and hence should be avoided. There's no other significant terrain on this mission.

Tactical Notes

Don't try to go inside the enemy ship. Lure your opponents out, instead.

Thermal Optics will be useful on this mission.

Completing the Mission

You begin the mission near a pair of Draconis 'Mechs, These 'Mechs won't help much in the upcoming fight, however: Their main role is to stomp you into the ground if you try to flee.

Approach the broken ocean liner containing the three Dread Legion 'Mechs. They'll attempt to bribe you as you approach, but don't listen to them; you can't win the mission if you follow their advice. They'll kill you if you flee!

When you reach the edge of the ship, wait outside until your opponents appear, and then fight them in the open area instead of the closed confines of the ship. If you have a 'Mech with an AC/20 or similarly devastating weapon, you can destroy them cleanly as they walk through the broken hull. Otherwise initiate a Circle Fight.

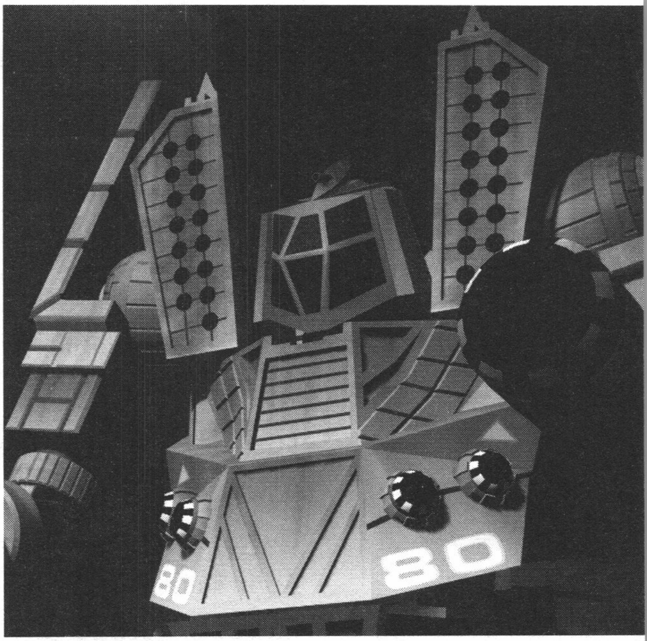
This is not a difficult mission if you have well-armed, heavy 'Mechs.

On to the Later Campaigns

Now let's proceed to this manual's final chapter. There we'll examine the later campaigns of, and the strategies and tactics that will help you win them.

Chapter 7

The Campaign Book, Part II



This chapter explores the later campaigns of *MechWarrior 2: Mercenaries*. These campaigns start out mundane, but soon their focus shifts from petty infighting to full-scale defense from the invading Clans. By the time you're offered these campaigns you should have several heavy and assault 'Mechs, and at least two skillful companions. Thus armed, you just might have a chance of completing these campaigns.

And now, without further ado, let's look to the campaigns.

Solaris VII Championship

The Solaris Championship isn't a campaign as such, but rather a competition that allows an aspiring MechWarrior to engage in gladiatorial combat and receive huge rewards if he succeeds.

Official Summary of the Solaris VII Championship

The Solaris VII championship games are open this year to all comers. Entry requires no arena standing or ranking. Mercenary units from across the Inner Sphere are invited to join in the duels. The Championship Games will last for three months and the grand winner will take home a 4-million-C-Bill purse. Losers are ensured at least 200,000 C-Bills. There are no official weight classes; participants are encouraged to purchase the best 'Mech available. The Game Council will pay for all reasonable ammunition expenses.

Comstar Contract Evaluation

- World: Solaris VII
- Duty: Championship Games
- Begin Date: January 1, 3049
- End date: April 15, 3049
- Maximum Pay: 4 million C-Bills plus bounty
- Minimum Pay: 200,000 plus bounty
- Salvage Rights: Excellent

Solaris Championship, Duel 1

- Arena: 4-Cross
- Planet: Solaris VII
- Odds: 3-1
- Opponents:
  - Owen Smith—Ranking: #7
  - Mech: Awesome
  - Scott Phillips—Ranking: #64
  - Mech: Victor
  - Sharom Riggs—Ranking: Unranked
  - Mech: Bombardier
- Winner's Purse: 1 million C-Bills

DESTROY ALL OTHER COMBATANTS. YOU WILL HAVE NO 'MECH OR AEROFIGHTER SUPPORT.

Objectives

- Target: DESTROY EVERYONE

Tactical Notes

The arena is shaped like a cross, with a large open area in the center. There's nowhere to hide, really, so Circle Fighting is the order of the day.

Thermal Optics are necessary in the dim arena.

Completing the Mission

There isn't much to say about this mission. Take a big 'Mech with good medium- to close-range firepower, and destroy your closest opponents first. Stay near the edges of the arena; wandering into the center will expose you to a lot of crossfire.

Solaris Championship, Duel 2

- Arena: Neon Grid
- Planet: Solaris VII
- Odds: 5-1
- Opponents:
  - Laura Ellis—Ranking #5
  - Mech: Atlas
  - Holly Jandis—Ranking: #14
  - Mech: Stalker
  - George Bennitt—Ranking #28
  - Mech: Thug
- Winner's Purse: 1 million C-Bills

DESTROY ALL OTHER COMBATANTS.

Objectives

- Target: DESTROY EVERYONE

Tactical Notes

This arena is sort of like an artificial mountain range, with symmetrical ridges everywhere. Use them to hide from the opponents you aren't currently fighting.

Completing the Mission

Again, this mission is very straightforward. Destroy your enemies swiftly, or their superior firepower will overwhelm you.

Solaris Championship, Duel 3

- Arena: Iron Skull Mountain
- Planet: Solaris VII
- Odds: 10-1
- Opponents:
  - Robert D. Ansell—Ranking #1
  - Mech: Atlas
  - Julie Brock—Ranking: #2
  - Mech: Victor
  - Daryl Dyer—Ranking: #3
  - Mech: Stalker
  - W. Clay Mundy—Ranking: #5
  - Mech: Zeus
  - Scott Blair—Ranking: #6
  - Mech: Cyclops
- Winner's Purse: 2 million C-Bills

DESTROY ALL OTHER COMBATANTS. YOU WILL HAVE NO 'MECH OR AEROFIGHTER SUPPORT.

Objectives

- Target: DESTROY EVERYONE

Tactical Notes

This arena is essentially a big open space with a "skull" in the center that's more of an enclosed box than anything else. Hiding in the skull is definitely not recommended, as it forces you to fight at a range where even poor opponents can destroy you.

Completing the Mission

This is another mission of pure combat. There are more opponents in this duel than the previous ones, but if you have an AC/20 you can quickly shear off a leg from each huge, slow opponent, and leave him lying there while you concentrate on the others. After a while you'll just have to go around and clean up the 'Mech parts.

Sigurd Campaign

Have a couple of large, well-armed 'Mechs in your lance—maybe 80- or 90-tonners—and make sure the one you pilot has jump jets. You'll appreciate the extra speed during the first and third missions of this campaign. An AC/20 is a good idea, too.

The second mission involves piloting a small, fragile hovercraft, and can be terribly frustrating for anyone who's used to piloting heavy 'Mechs with great firepower.

These missions will be very challenging for anyone who has trouble fighting with large 'Mechs, and anyone who has difficulty navigating with small, fast vehicles. In other words, the Sigurd campaign tests a wide range of your combat abilities.

Official Summary of the Sigurd Campaign

The Free Rasalhague Republic is looking for a few skilled mercenaries to hunt down and destroy Hendrik Grimm III, the infamous pirate leader of the Oberon Confederation. The Republic has reason to believe that the

Confederation is weak now, having suffered heavily in a border war against other pirate kingdoms. Mercenary units will receive 3 million C-Bills for the six-month campaign. The unit should contain several 'Mechs over 65 tons. The Republic will pay for all reasonable ammunition expenses.

Comstar Contract Evaluation

- World: Sigurd
- Duty: Deep Strike
- Begin Date: September 1, 3049
- End Date: February 15, 3050
- Maximum Pay: 3 million C-Bills plus bounty and bonus
- Minimum Pay: Bounty
- Salvage Rights: Excellent

Sigurd Campaign, Mission 1: Codename Warning Shot

Somewhere near your landing area is a small airfield. Destroy the airfield and proceed to NAV Beta where you can escape to a temporary base; there you can repair and reload while on Sigurd. The precise location of the airfield is unknown but should be near NAV Alpha, in the vicinity of a rock formation called "Devil's Teeth." The Devil's Teeth are two halves of a split mesa resembling fangs pointed skyward.

This time, Oberon won't escape us.

- Codename: Warning Shot
- Planet: Sigurd
- Terrain: Mesa Desert
- Time: Pre-Dawn
- Mean Temperature: 10 Celsius
- Mission Pay: Bounty only
- Expected Resistance: Oberon Confederation 1st Regiment
- Your Call-Sign: Warhound

Go to NAV ALPHA and search for the AIRFIELD. When you find it, DESTROY the AIRFIELD and any DEFENDING 'MechS. Then GO TO NAV BETA to end the mission.

Objectives

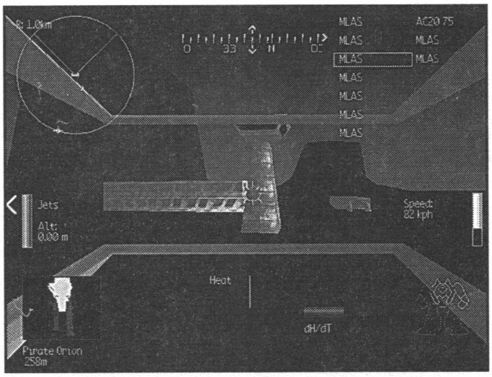
- Target: FIND AND DESTROY THE PIRATE AIRFIELD
- Target: ESCAPE TO NAV BETA

Friendly and Neutral Units

- None (Friendly DropShip)

Enemy Units

- Pirate Aerospace
- Pirate Panther
- Pirate Orion
- Pirate Catapult
- Multiple Clan 'Mechs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Pirate Orion
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Fig. 7-1. This is the airfield you must destroy. Level all the buildings.

Points of Interest

The airfield itself is nothing spectacular (Fig. 7-1). It's on the other side of a large mesa from NAV Alpha, but you can reach it easily enough.

Your DropShip is parked at NAV Beta. No matter what you do, it will be destroyed.

Tactical Notes

This is one of those missions where both Thermal Optics and normal view mode result in difficult targeting, as the light level on this mission is extremely poor.

Speed isn't critical on this mission: Power is. However, if your big 'Mech happens to have jump jets, it can get to your DropShip quickly at the end of the mission, making your job somewhat easier.

Completing the Mission

You begin near NAV Alpha. A Pirate Aerospace fighter flies overhead; ignore it and proceed to NAV Alpha. The region is filled with mesas, and the airfield is nowhere in sight. Cycle through enemy targets and you'll find a solitary Pirate Panther sitting about a kilometer away, around a large mesa. Circle the mesa and attack the Panther.

It's really no surprise that a pirate Orion and Catapult power up near the Panther as you approach, but this trap shouldn't slow you down too much. Destroy the 'Mechs, and then destroy the nearby airfield buildings. You'll get a message to the effect that you've completed your mission.

Turn around and head for NAV Beta. Along the way, you might be surprised when an unknown DropShip containing Clan 'Mechs appears in the sky and disgorges a huge load of 'Mechs. Keep running toward your DropShip at NAV Beta, the faster the better: Several Clan 'Mechs will be occupied with blowing up the DropShip, and if you get there swiftly enough, you can shoot them indiscriminately. The others will ignore you until either you hit them with weapons, or they destroy your DropShip.

If you're fast enough you'll have no trouble destroying three Clan 'Mechs; when that's done, you'll be received into the Clan and the mission will end.

Sigurd Campaign, Mission 2: Codename Freedom Fight

O.K., 'MechWarrior, I've found a way to get us out of here. The 'Mechs are being kept in a DropShip I've seen at these Nav Points, and it's got to be at one of them now. There's nowhere else it can land. I can get us to a Hovertank with some light weapons and a truck. If you pilot the Hovertank and cover us, I'll drive the truck carrying the other prisoners. Then we'll find the DropShip so we can get to your 'Mech and get off-planet.

- Codename: Freedom Fight
- Planet: Sigurd
- Terrain: Mesa Desert
- Time: Dusk
- Mean Temperature: 10 Celsius
- Mission Pay: None
- Expected Resistance: Eleventh Wolf Guards
- Your Call-Sign: Hunter

GO TO the various NAV POINTS and FIND THE DROPSHIP. DESTROY all 'MechS near the DROPSHIP.

The rest of your unit has fled into the wilds of Sigurd. They count on you to escape so you can rescue them later.

Objectives

- Target: FIND THE DROPSHIP
- Target: DESTROY 'MechS GUARDING THE DROPSHIP

Enemy Units

- Clan Dasher 'Mech
- 2 Clan Uller 'Mechs (Kit Foxes)
- Turrets

Points of Interest

The DropShip at NAV Delta is hard to reach. The base you start in has couple of Clan 'Mechs and turrets, but you should leave it far behind instead of destroying enemy targets.

Tactical Notes

The key to this mission is to flee immediately and abandon the Hovertruck. Just try to shake the enemy 'Mechs following you.

Thermal Optics may or may not help you. This is an extremely difficult mission, so there's no shame in turning the difficulty down to Easy or turning off Heat Tracking.

Completing the Mission

You start the mission in an enemy compound, with turrets in front and two enemy 'Mechs standing guard. Immediately switch to satellite uplink and accelerate to full speed, blasting out of the compound. Your hovercraft is fast and jump-capable, so you should use the jets whenever necessary to augment your speed.

Leave those enemy 'Mechs and turrets in the dust. Head toward NAV Alpha, but don't veer into the east–west canyon NAV Alpha's in. Rather, keep heading north as far as you can. Your goal is NAV Delta.

Try to use the canyon walls to shake pursuing 'Mechs. Do this by turning corners sharply and then skimming as close to the wall as possible. Your pursuers will try to veer in that direction and run into the wall, thus losing speed and eventually falling behind.

When you've gone as far north as possible, veer east toward NAV Delta. A lone Kit Fox guards the DropShip you'll find there; you must destroy it. As always, I suggest a leg shot to knock it over. Don't be too discouraged if you have to try several times to complete this mission. Your hovercraft is very fragile, so even if you flee and fight skillfully, a few nasty laser hits can end the mission for you.

Don't worry about the truck. If you're lucky it will survive, but even if it doesn't just be glad you did.

Sigurd Campaign, Mission 3: Codename Exodus

This is it, 'MechWarrior. We found a Raider 'Mech along with yours to add a little fire power to this run for the landing zone. We've got to come out of the DropShip shooting and get to NAV Tau. That's where the DropShip captain will wait for us. Once we're there, we must defend the DropShip. It's already badly damaged, and if it blows, we all die.

- Codename: Exodus
- Planet: Sigurd
- Terrain: Mesa Desert
- Time: Morning
- Mean Temperature: 10 Celsius
- Mission Pay: None
- Expected Resistance: Eleventh Wolf Guards
- Your Call-Sign: Hunter

GO TO NAV TAU and find the PIRATE DROPSHIP. DEFEND the PIRATE DROPSHIP and then you can escape Sigurd.

Your unit is lost in the wilderness of Sigurd. You'll have no Aerospace fighter or BattleMech support.

Objectives

- Target: DUST-OFF AT NAV ALPHA
- Target: DEFEND THE PIRATE DROPSHIP

Friendly and Neutral Units

- Pirate Flashman

Enemy Units

- Wolf Uller
- 2 Wolf Black Hawks
- Wolf Ryoken
- Wolf Masakari

Points of Interest

You'll be fighting in a ravine. Aside from the cliff walls and the flat ground of the ravine, there isn't much of note in this mission, terrain-wise.

Tactical Notes

A big, powerful 'Mech with jump jets for a little extra speed will do the trick nicely. If you destroy your enemies quickly enough, you won't have to face the well-piloted Masakari at the end of the mission.

Completing the Mission

You begin on the exit ramp of your DropShip. A Wolf and Uller badger the Pirate Flashman here. Destroy them as swiftly as possible, perhaps with AC/20 bursts.

Now proceed in a generally northern direction, jetting if you've got jump jets, toward NAV Alpha. When you arrive, you must fight another Black Hawk and a Ryoken. These should also be easy to kill if you've got an AC/20 or similarly tough weapons system.

If you killed your foes quickly enough, the landing site at NAV Alpha will be safe for your DropShip to land and the mission will be complete. If you fail to clear the area in time, however, the DropShip will proceed north to NAV Beta. You'll have to trudge up there when you're done fighting your current foes, and then defeat a Wolf Masakari whose pilot challenges you to single combat. He's quite a good pilot, so I recommend the speed approach so you don't have to contend with him.

Wolcott Campaign

The Wolcott campaign requires you to possess big, powerful 'Mechs with jump jets for added mobility. An AC/20 or similarly powerful weapons system is helpful for destroying enemies quickly during the difficult second mission.

The two key ingredients for this campaign are speed (read, jump jets) and Streak SRM systems on at least one of your 'Mechs. The speed is necessary in the second mission, while the Streak SRMs are extremely valuable in the final mission, where you'll face tiny, hard-to-target Elementals. You'll thank yourself for packing the Streak SRMs when you see how hard they are to kill with conventional weapons systems.

Official Summary of the Wolcott Campaign

The Draconis Combine needs experienced mercenaries to defend the world of Wolcott against periphery aggressors. The Combine's need is immediate, the contract is for three months, and the unit should have several heavy 'Mechs and possibly an Assault 'Mech. The contract pays 8 million C-Bills, already on deposit with Comstar. ALL PREVIOUS LEGAL DISAGREEMENTS WILL BE FORGOTTEN. NO MATTER WHAT YOUR HISTORY WITH THE COMBINE, WE CAN ACCOMMODATE YOU.

Comstar Contract Evaluation

- World: Wolcott
- Duty: Garrison
- Begin Date: October 1, 3050
- End Date: December 31, 3050
- Maximum Pay: 8 million C-Bills plus bounty and bonus
- Minimum Pay: Bounty
- Salvage Rights: Good

Wolcott Campaign, Mission 1: Codename First Strike

Hohiro Kurita, Draconis Combine High Command

I will personally lead the Draconis forces in the approaching battle. You have been selected from among the finest 'MechWarriors of the Inner Sphere. Do not let me down.

We know that Jaguar DropShips intend to land on the few dry hills in a nearby saltwater swamp. I am sending a group of Draconis engineers in a mine-laying helicopter to drop heavy land mines around the expected Jaguar landing zones.

The entire region has been covered with ECM pods. While this will be a disadvantage for all of us, it will be far more confusing to the Smoke Jaguars.

- Codename: First Strike
- Planet: Wolcott
- Terrain: Salt Marsh
- Mean Temperature: 20 Celsius
- Mission Pay: Bounty plus bonus
- Time: Afternoon
- Expected Resistance: Smoke Jaguar Mistweavers
- Your Call-Sign: Sentinel-1

Follow the NAV POINTS to find the Smoke Jaguar LANDING ZONES. DEFEND the HELICOPTER while it lays mines on the LANDING ZONES. Make sure you DESTROY all ENEMY DROPSHIPS.

Objectives

- Target: DESTROY ALL SMOKE JAGUAR DROPSHIPS
- Bonus: DEFEND THE DRACONIS HELICOPTER

Friendly and Neutral Units

- Mine-Laying Helicopter

Enemy Units

- SJ Uller
- SJ Black Hawk
- SJ Mad Cat
- SJ Thor
- SJ Masakari
- Smoke Jaguar DropShips

Points of Interest

The elevated landing area that your friendly helicopter lands on is accessible to a jump-capable 'Mech, but in general it's best to keep away somewhat, to avoid mine detonations.

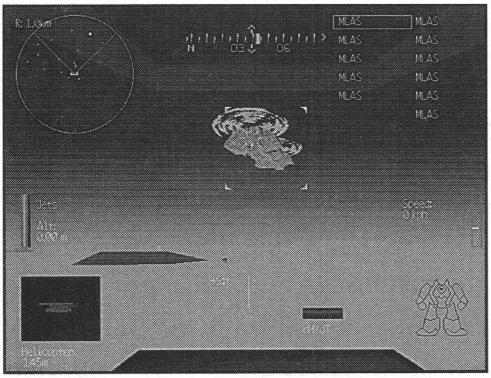


Fig. 7-2. Defend this helicopter at all costs.

Tactical Notes

This mission forces you to walk a tightrope between speed and power. However, even a big 80- or 90-ton 'Mech is fairly mobile if it has jump jets, so you shouldn't have too much of a problem keeping up with the helicopter (Fig. 7-2).

Your lack of targeting ability forces you to make extensive use of the 'Q' key. Keep watching the radar for enemy 'Mechs, and use satellite uplink when not in combat. It's easy to see enemy 'Mechs on the uplink.

Completing the Mission

To complete this mission, try to stay just a few paces behind the helicopter.

After you're dumped off on the planet, follow the 'copter toward NAV Alpha. Along the way you'll run into an Uller and a Black Hawk. They're fairly small, so you should be able to dispatch them quickly and proceed to NAV Alpha.

At NAV Alpha, watch the DropShip descend from the sky. If you wait until it hits the ground and the mines detonate beneath it, you'll only need to shoot it a little to blow it up.

You've probably fallen behind the helicopter somewhat; run to catch up, and you'll encounter a Mad Cast and Thor. Circle Fight them to death and proceed toward NAV Beta, where another DropShip is descending. A Masakari will show up sometime soon, so watch out: It's a big, tough 'Mech, so you'll need to protect any injuries your 'Mech might have sustained, and dispatch it with your biggest guns.

Make sure the DropShip at NAV Beta is destroyed, then run after the helicopter again. A final DropShip will fly overhead. You can shoot it right out of the sky instead of waiting for the mines to take effect. Mission over!

Don't be surprised if the Masakari destroys you on your first try. This is definitely a combat-intensive mission.

Wolcott Campaign, Mission 2: Codename Homestead

There's been a brief lull in the fighting. We've moved your unit to a rear area to protect our ammunition supplies and repair facilities. There are also several fuel depots for the hovercraft we use to pen the Jaguars in the swamps. These supplies are essential to our success on Wolcott.

Several Smoke Jaguar units have broken away from the main pack and appear to be trying to attack your position. They may be supported by Aerospace fighters. We don't control the skies. Protect the supplies at all costs.

- Codename: Homestead
- Planet: Wolcott
- Terrain: Salt Marsh
- Time: Afternoon
- Mean Temperature: 20 Celsius
- Mission Pay: Bounty plus bonus
- Expected Resistance: Smoke Jaguar Mistweaver Galaxy
- Your Call-Sign: Sabre-1

DEFEND the SUPPLY DEPOT.

Objectives

- Target: DEFEND THE SUPPLY DEPOT
- Bonus: DEFEND ANY REFUELING VEHICLES

Friendly and Neutral Units

- Draconis SAM Batteries

Enemy Units

- SJ Dasher
- 2 SJ Fighters
- SJ Black Hawk
- 2 SJ Ullers
- SJ Mad Cat
- SJ Vulture

Points of Interest

Several low hills surround the base. They're not terribly useful for defense, and mainly serve as nuisances when you're trying to fight. Jump jets come in very handy here, both for getting from one group of enemies to another and for leaping over these hills.

The base has several missile batteries that deal good damage to enemy units.

Tactical Notes

You can't rely on the base's missile batteries to destroy the enemy. You'll have to run from one threat to another, meeting enemies head on. But don't get too far from the base!

Completing the Mission

The main trick here is to intercept your enemies at the edge of the base or slightly beyond, so they can't shoot the fragile buildings you're supposed to defend.

First, a Clan Dasher and two Fighters head your way. Assign an enemy to each of your teammates (you should have two for this mission) and take the third yourself. You should concentrate on the Fighters first; they're very agile and your pals will have problems shooting them down. Move on to destroy the other Fighter after getting the first one.

Now a Black Hawk appears near the Dasher, and a pair of Ullers will appear from the other direction. Instruct your teammates to harass the Black Hawk, and go destroy the Ullers yourself. Jump-jet your way there for extra speed.

After demolishing the Ullers you'll notice a Mad Cat in your general vicinity. Approach and destroy it!

Now check for the final enemy, a Vulture. If he isn't onscreen you should have time to go finish off the Black Hawk and Dasher if your lancemates haven't done so yet. Eventually the final enemy, a Vulture, will appear all by himself; go get him.

Your experiences and strategies may differ somewhat from these; the key is just to make sure your teammates are busy occupying the attackers you aren't fighting yourself, thus distracting the attackers from the vital buildings and supplies inside the base.

Wolcott Campaign, Mission 3: Codename Dragon's Teeth

The last of the Smoke Jaguar Command Star is trapped in the swamp. It appears as though Galaxy Commander Dietr Osis was trying to lead a break-out attempt on the southern border.

Now we can end this battle and save Wolcott. Kill Osis and his Star.

- Codename: Dragon's Teeth
- Planet: Wolcott
- Terrain: Salt Marsh
- Time: Day
- Mean Temperature: 20 Celsius
- Mission Pay: 5 million C-Bills plus bounty
- Expected Resistance: Mistweaver Command Star
- Your Call-Sign: Sentinel-1

DESTROY all ENEMY 'MechS.

Objectives

- Target: DESTROY ALL ENEMY 'MechS

Friendly and Neutral Units

- None

Enemy Units

- 8 SJ Elementals
- 2 SJ Ullers
- SJ Masakari
- SJ Thor
- SJ Gladiator

Points of Interest

You'll find the majority of your foes at NAV Zeta, but you'll have to perform a methodical sweep of the area to clean out all Clan opposition.

Tactical Notes

This is a flat battleground, so Circle Fight tactics are essential.

If you aren't an excellent shot, you'll definitely want to arm one of your large 'Mechs with Streak SRMs for this mission. Jump jets are also good for getting out of harm's way.

Satellite uplink is particularly useful on this mission, because the numerous ECM pods scattered throughout the battlefield will hinder your targeting ability.

Completing the Mission

You begin the mission with a star of Elementals nearby. Elementals are humans wearing powered armor. They show up as tiny 'Mechs on your viewscreen. You might be tempted to laugh at them, but you'll soon realize they're absolutely vicious, and their tiny size coupled with their jump jets and extreme mobility makes them almost impossible to hit. You'll need a steady hand and lots of patience to target and destroy these diminutive foes.

When they're all dead, target NAV Zeta and start walking toward it. More Elementals will show up along the way. If you have Streak SRMs, you'll be able to destroy the Elementals easily. If not, you'll have to use batteries of medium lasers, or something comparable.

Near NAV Zeta you'll encounter a Thor and a Masakari. Have your teammates divert them, and then try to get a sneak attack in on the Masakari when it's occupied. Destroy the Masakari and then go after the Thor.

Now you'll have to search the area somewhat; head southwest and you should find a Gladiator. If you manage to destroy the Gladiator and the mission still doesn't end, then you probably missed an Elemental somewhere along the way. Perform a wide sweep of the combat area and you'll find the stragglers.

This is an extremely difficult mission without Streak SRMs, but a fairly manageable one if you do employ them.

Last Frontier Campaign

As per usual, an 80-ton 'Mech with jump jets and substantial mid-range weapons systems will fit the bill for these missions.

Official Summary of the Last Frontier Campaign

The Draconis Combine wants you for a highly sensitive raid against the Clans. The ideal candidate has over five years of mercenary experience and has a unit with at least one 'Mech over 85 tons. Because of space limitations, the chosen unit will only be able to use one 'Mech on this campaign. You'll be raiding deep into Clan territory with little or no support. Contract pays 4 million C-Bills for the three-month contract. The Combine will pay for all reasonable ammunition expenses.

Comstar Contract Evaluation

- World: Last Frontier
- Duty: Raid
- Begin Date: August 1, 3051
- End Date: December 15, 3051
- Maximum Pay: 4 million C-Bills plus bounty and bonus
- Minimum Pay: Bounty
- Salvage Rights: Unknown

Last Frontier Campaign, Mission 1: Codename Sleight of Hand

You're on Last Frontier to steal a Clan Ghost Bear OmniMech for us to study and duplicate. First, we must obscure our plan from the Ghost Bear leaders. Raid Ghost Bear facilities at random, destroying at least two out of three NAV point targets in this area.

Clan Ghost Bear is aware of our presence on Last Frontier. Once you destroy one installation, all units in the area will no doubt respond.

Due to the sensitive nature of this campaign, you will receive no outside communications.

- Codename: Sleight of Hand
- Planet: Last Frontier
- Terrain: Cratered Vacuum
- Time: Night
- Mean Temperature: 3 Celsius
- Mission Pay: Bounty plus bonus
- Expected Resistance: Ghost Bear Garrison
- Your Call-Sign: Wraith-1

DESTROY at least 2 of 3 ENEMY INSTALLATIONS. DESTROY all ENEMY 'MechS. YOU WILL HAVE NO 'Mech OR AEROFIGHTER SUPPORT.

Objectives

- Target: DESTROY 2 OUT OF 3 ENEMY INSTALLATIONS
- Bonus: DESTROY THE THIRD ENEMY INSTALLATION
- Bounty: DESTROY ALL ENEMY 'Mech UNITS

Friendly and Neutral Units

- None

Enemy Units

- 2 GB Kodiaks
- 2 GB Dashers
- GB Gladiator
- GB Man O WAR
- GB Linebacker
- GB Vulture

Points of Interest

Of the three NAV points, NAV Gamma and Beta are best to attack. NAV Alpha is, in fact, a Clan training center, and if you get too close, a host of instructors and students will attack you in their 'Mechs! It's possible to defeat these enemies, but the wear and tear on your 'Mech will be enormous.

Tactical Notes

Follow the simple plan we've outlined below, and this is a very easy mission. Disregard it, and you're toast. Jump jets and a large 'Mech are vital.

Speed is not a big problem on this mission, as the planet has very little gravity, and even a sluggish 'Mech will run quickly.

Completing the Mission

You start near your DropShip. You'll notice the three potential target areas, NAV Alpha, NAV Beta, and NAV Gamma, are more or less the same distance away, with NAV Gamma being the farthest.

Resist the temptation to proceed through the NAV sequence in order (Alpha, Beta, Gamma). Instead, proceed directly to NAV Gamma and destroy the Listening Post (Fig. 7-3).

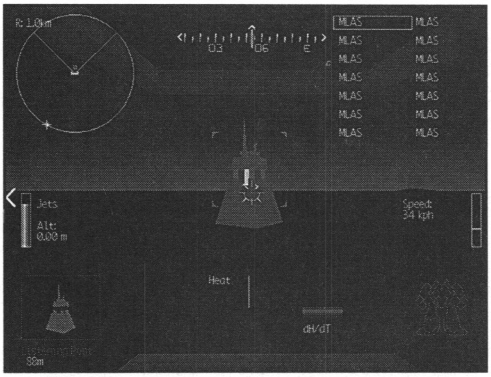


Fig. 7-3. This Listening Post is the easiest of your three targets.

You'll notice a couple of Clan 'Mechs in the distance—most notably, a Kodiak! Ignore them and head for NAV Beta; they're not fast 'Mechs and they won't catch up, particularly if you use your jump jets for speed along the way.

At NAV Beta you'll encounter a Linebacker and a Vulture. Circle Fight them and destroy them as quickly as possible. Then, still working quickly, level all the buildings at NAV Beta.

When that's finished, your mission is technically complete. Head directly for NAV Delta, avoiding NAV Alpha altogether. NAV Alpha is a Clan training camp, filled with all sorts of nasty opponents. You won't get enough of a bonus to justify fighting with these guys; just leave them alone and go back to your DropShip.

Last Frontier, Mission 2: Codename Ali Baba

The Ghost Bears are vainly attempting to guard all possible objectives in this area. The time has come to steal the OmniMech.

Stay away from areas you've already attacked or threatened; they will surely be guarded. A radiation storm has bathed Last Frontier in high-energy light rays, severely limiting radar and communications, and enemy scouts won't be able to report your position to Ghost Bear Command at anything but the closest ranges.

- Codename: Ali Baba
- Planet: Last Frontier
- Terrain: Cratered Vacuum
- Time: Afternoon
- Mean Temperature: 4 Celsius
- Mission Pay: Bounty only
- Expected Resistance: Ghost Bear Garrison
- Your Call-Sign: Wraith-1

GO TO NAV DELTA and STEAL the GHOST BEAR ’Mech. DESTROY all ENEMIES near NAV DELTA. YOU WILL HAVE NO ’Mech OR AEROFIGHTER SUPPORT.

Objectives

- Target: GO TO NAV DELTA
- Target: DESTROY ALL ENEMIES NEAR NAV DELTA

Friendly and Neutral Units

- None

Enemy Units

- 2 GB Aerospace Fighters
- 2 GB Dashers
- GB Gladiator

Points of Interest

NAV Delta is essentially a box-like structure with an inoperative ’Mech sitting inside it. Make a beeline for it.

Tactical Notes

This mission is extremely easy if you keep your plan simple. Destroy the 'Mechs you must destroy, go directly where you must go, and you won't have any problems.

Completing the Mission

You begin near a DropShip in the same area you attacked last mission. Two Aerospace Fighters and two Dashers will attack you the instant you hit the ground. Destroy the Dashers first; you can dispatch them with a couple of strong shots.

After destroying these four enemies, cycle through your NAV points until you reach NAV Delta. Make a beeline for NAV Delta, carefully avoiding NAV Beta and NAV Gamma along the way.

When you get close to NAV Delta, you'll have to destroy a lone Gladiator. That's all: Your mission's done!

Last Frontier, Mission 3: Codename Judas Kiss

While you were learning the Kodiak's controls, a DC pilot brought your 'Mech to our DropShip. Once on board, you'll turn the Kodiak over to us and we'll transport you and your 'Mech back to Outreach.

Transmission From Mercenary Dropship

Sean Kelly, DropShip Captain

All right, 'MechWarrior, I've cracked through the DC scramblers. I'm ready to pick you up if you still want to steal the Kodiak and keep it for yourself. Remember, kill all witnesses, or the DC will chase us across the galaxy.

- Codename: Judas Kiss
- Planet: Last Frontier
- Terrain: Cratered Vacuum
- Time: Dusk
- Mean Temperature: 6 Celsius
- Mission Pay: 4 million C-Bills plus bounty
- Expected Resistance: Ghost Bear Garrison
- Your Call-Sign: Wraith-1

GO TO the DRACONIS DROPSHIP—OR—DESTROY the DRACONIS DROPSHIP and GO TO the MERCENARY DROPSHIP.

Objectives

- Target: GO TO THE DRACONIS DROPSHIP

  OR
- Target: DESTROY THE DRACONIS DROPSHIP
- Target: GO TO THE MERCENARY DROPSHIP

Friendly and Neutral Units

- DC Hunchback
- DC Atlas
- DC DropShip

Enemy Units

- GB Linebacker
- GB Vulture
- 2 GB Kodiaks
- GB Grizzly

Points of Interest

This world is largely flat; you'll be out in the open the whole time.

Tactical Notes

You'll run into stiff opposition if you chose to turn against the Combine, but it's definitely worth it.

Stay away from the Draconis DropShip if you intend to keep the Kodiak for yourself. The mission will automatically end if you get too close after destroying the Clan 'Mechs attacking it.

Completing the Mission

This mission description assumes you'll defy the Combine and keep the Kodiak. All things considered, you're better off keeping the Kodiak for yourself. Aside from the value of the Kodiak, your DropShip pilot will be able to recover your old 'Mech, so you'll have a net gain of a 'Mech—and a 100-ton 'Mech, at that.

You start near the Draconis DropShip. A Draconis Atlas and Hunchback will immediately start to fight with the Ghost Bear Linebacker and Vulture attacking the DropShip.

Stay away from the fight until both Clan 'Mechs are dead; this means you won't have to kill the Clan 'Mechs yourself, and the fight will damage the Draconis 'Mechs. Now approach the Draconis 'Mechs and destroy them with powerful Group-Fire from your Kodiak. Destroy the DropShip too, as it is indeed armed and will fire on you. Remember, don't get too close!

When you've destroyed all the Draconis units, head for the distant NAV point where your own DropShip is parked. Along the way you'll find two pairs of opponents—a Kodiak and Grizzly, and a lone Kodiak.

You'll probably have to fight the Kodiak/Grizzly pair no matter how wide a berth you give them. However, you can try to veer left of them and avoid them altogether. Another plan is to destroy those two 'Mechs but avoid the final Kodiak you'll encounter very near your DropShip; use satellite uplink to steer clear of it while you're heading toward that NAV point. When you reach the NAV point your mission is done, regardless of what 'Mechs are still in the area.

Battle of Luthien

This is it: The big one. You must fight in this battle. If you're well-prepared, these missions won't be any harder than your previous combat-based mission. If you're ill-prepared, however, you're in for a long fight, indeed.

Make sure you and at least two lancemates are piloting 'Mechs of 80 tons or higher; ideally, you'll pilot the Kodiak you won in the Wolcott Campaign.

You should have Streak SRMs for these missions, and lots of medium lasers. Use the Streak SRMs on Elementals in the first few missions; otherwise conserve them. In the last mission you can use all your remaining ammunition.

Optionally you can use alternate weapons configurations, but these may prove more difficult to win the game with.

Official Summary of the Battle of Luthien

The Draconis Combine and the Federated Commonwealth are calling all mercenary units to the defense of the Draconis Combine capital of Luthien. Clan Smoke Jaguar will attack within the next two months. The Combine promises a reward of 10 million C-Bills to any and all experienced units willing to participate in the three-month campaign. Assault and heavy mercenary units only, please. The Combine will pay for all reasonable ammunition expenses.

Comstar Contract Evaluation

- World: Luthien
- Duty: Planetary Defense
- Begin Date: January 15, 3052
- End Date: June 15, 3052[QUERY: June or July?]
- Maximum Pay: 10 million C-Bills plus bounty and bonus
- Minimum Pay: Bounty
- Salvage Rights: Excellent

Battle of Luthien, Mission 1: Codename Trojan Horse

Coordinator Takashi Kurita, Draconis Combine High Command—

I will lead the defense of Luthien myself. You will take your orders directly from me. Do not fail me.

The Smoke Jaguars have arrived. While the battle for the skies continues we must gain an advantage on the ground as quickly as possible. We have prepared an ambush for a small strike force of Clan 'Mechs.

Several industrial 'Mechs used for construction have been filled with bombs and mocked up with fake armor to look combat-ready. The Smoke Jaguars, always eager for blood, will no doubt close quickly for the kill and seal their own fate. Attack once you hear the bombs explode. Then secure the area.

- Codename: Trojan Horse
- Planet: Luthien
- Terrain: Urban Wastes
- Time: Day
- Mean Temperature: 30 Celsius
- Mission Pay: Bounty only
- Expected Resistance: 31st Smoke Jaguar Assault
- Your Call-Sign: Assault-3

WAIT in your hiding place for the fake 'Mechs to explode. Then DESTROY all enemies. You may need to search the NAV POINTS to find them.

Objectives

- Target: DESTROY ALL CLAN 'MechS

Friendly and Neutral Units

- None

Enemy Units

- SJ Gladiator
- SJ Loki
- 2 SJ Masakari
- 4 SJ Elementals
- SJ Thor
- SJ Masakari
- SJ Linebacker

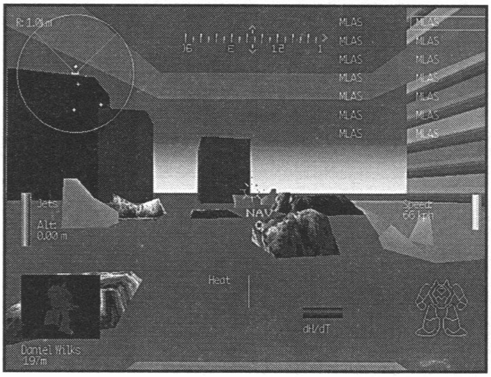


Fig. 7-4. The city is littered with debris, perfect for Elementals to hide in.

Points of Interest

The city you'll be traversing is filled with buildings, both broken and intact (Fig. 7-4). This rubble is ideal terrain for Elementals, so your job won't be easy.

NAV points Alpha, Beta and Gamma all will trigger enemy 'Mechs the instant you reach them.

Tactical Notes

There isn't much strategy to this one—just pure combat. You need Circle Fighting and raw gunnery if you're to destroy your foes.

Vast firepower is invaluable in this mission, as you must destroy enemy 'Mechs very quickly. Your foes' combined firepower is enormous, so you must remove the threat of their weapons as soon as humanly possible. Also, Streak SRMs are a great asset if you aren't a great gunner, because Elementals will appear to harass you during this mission.

Completing the Mission

You begin your mission in a trench. Wait for the Clan 'Mechs (a Gladiator, Loki, and Masakari) to encounter the explosive dummy 'Mechs. If you wait in the trench for a little while after you've been given the order to attack, you'll find that the Gladiator and Loki generally tend to destroy themselves on those dummy 'Mechs. Only the Masakari remains, which you must fight.

After finishing the Masakari (don't get too close), proceed to NAV point Alpha. A pair of Elementals will pop up; they're a real pain to fight amidst the rubble. If you have Streak SRMs, however, you won't have such problems with them.

At NAV point Beta you'll find another pair of accursed Elementals. Once again, the Streak SRMs will come in handy.

If you haven't been damaged too badly by this point, you'll stand a good chance in the final confrontation. Proceed to NAV point Gamma, where a Linebacker, Thor and Masakari appear. Let your subordinates take on the Masakari while you jet away and destroy the other two 'Mechs from a safe distance; then concentrate on finishing the Masakari.

Don't feel bad if this mission requires several tries, and you have to adjust the difficulty level to minimum. This is one tough mission!

Battle of Luthien, Mission 2: Codename Shield-Wall

Despite our cunning ambushes and initial victories, our forces are falling back all over Luthien. Your unit has been held back from the fighting on this occasion. You're the only combat-ready unit in the area. You must hold our battle line or Clan 'Mechs will penetrate our defenses and destroy vital communication and command facilities.

A Draconis Lance has already been smashed, the remains of which will flee past your position. Defend them if you can.

- Codename: Shield-Wall
- Planet: Luthien
- Terrain: Urban Wastes
- Time: Day
- Expected Resistance: 31st Smoke Jaguar Assault
- Your Call-Sign: Assault-3

HOLD THE LINE at NAV ALPHA. STOP all pursuing CLAN 'MechS. DEFEND any FLEEING FRIENDLIES if you can.

Objectives

- Target: HOLD THE LINE AT NAV ALPHA
- Bonus: DEFEND RETREATING FRIENDLY UNITS

Friendly and Neutral Units

- Draconis Mauler

Enemy Units

- SJ Black Hawk
- SJ Uller
- SJ Ryoken
- SJ Mad Cat
- SJ Linebacker
- SJ Masakari

Points of Interest

Your mission briefing makes it sound as if NAV Alpha represents a line you must prevent your foes from crossing. Well, that's true to some degree. You can allow enemy 'Mechs to get past that point, but not too far. Generally you just have to shoot them a few times so they can't run right past and ignore you.

However, NAV Alpha is considered your post, and you may not leave it. In other words, if you get too far from NAV Alpha—in any direction—the mission is considered a failure. This means you can't run out too far to meet incoming enemy 'Mechs; to some extent you must let them come to you.

You'll generally get radio warnings when you get too far from your post, but the best policy is to stay close to home.

Tactical Notes

Use the central mound of turf at NAV Alpha to screen enemy shots—but don't get too far away!

You'll need your teammates on this mission. Send them out to distract the enemy, but make sure they don't sustain too much damage.

Completing the Mission

You start the mission somewhat behind NAV Alpha. Your enemies all appear from the same general direction, and they appear in a steady stream—first a Black Hawk, then an Uller, a Ryoken, a Mad Cat, a Linebacker, and, finally, a Masakari.

Employ your best combat skills, don't let any enemies run too far past NAV Alpha, and don't stray too far from your post. It's easier said than done, but overall this mission is somewhat easier than the first.

Battle of Luthien, Mission 3: Codename Decapitator

The battle has paused just long enough for us to load our weapons and steal a few hours of sleep. The Smoke Jaguars are on the other side of the valley. When the sun rises, they're sure to attack. Luthien City is at our back. We can retreat no further.

MechWarrior, I rely on you alone to execute this hazardous mission. Sneak across the valley and find the Smoke Jaguar commander where he's investigating his front lines. Then—kill him. The confusion his assassination causes may give us enough time to make a quick sortie before the Jaguars can prepare.

- Codename: Decapitator
- Planet: Luthien
- Terrain: Kado-Guchi Valley
- Time: Pre-Dawn
- Mean Temperature: 30 Celsius
- Mission Pay: Bounty only
- Expected Resistance: 31st Smoke Jaguar Assault
- Your Call-Sign: Assault-3

CROSS THE VALLEY and SEARCH THE NAV POINTS. FIND the SMOKE JAGUAR COMMANDER and KILL HIM.

Objectives

- Target: DESTROY THE SMOKE JAGUAR COMMANDER
- Bonus: DESTROY ANY TARGETS OF OPPORTUNITY

Friendly and Neutral Units

- 3 Mobile Artillery

Enemy Units

- SJ Black Hawk
- SJ Uller
- SJ Naga
- SJ Thor
- SJ Linebacker
- SJ Cauldron

Points of Interest

As in a previous mission, you have three NAV points to search for your target—NAV Alpha, NAV Beta, and NAV Gamma. And just as it did in the previous mission, it pays to explore the last NAV point (Gamma) first.

Tactical Notes

Head straight for your goal, and attack only the 'Mechs that get in your way.

Completing the Mission

You begin the mission near several Mobile Artillery units, which won't help you at all in this mission; they're just there for decoration.

Target NAV Gamma and head for it at full speed. Aim a little to the right of it, so you'll steer well clear of NAV points Alpha and Beta, which you don't need to visit.

As you approach NAV Gamma, an Uller will appear well behind you. Assign your lancemates to keep it busy while you keep marching forward.

A Linebacker will appear as you get even closer to NAV Gamma. Destroy it quickly and decisively.

Finally, you'll be close enough to NAV Gamma that a Cauldron will appear. First inspect the Cauldron with the 'I' key to verify that it does indeed contain the Smoke Jaguar commander. Then hose it down with everything you've got. The mission ends the instant you destroy that 'Mech, so you needn't worry about the other 'Mechs prowling around the countryside.

If you follow this plan closely, the mission is extremely easy for a well-equipped mercenary lance.

Battle of Luthien, Mission 4: Codename Killing Fields

The Jaguars are mounting their final offensive on the Imperial City. Destroy as many of them as you can, and defend the Imperial City at all costs. Today will determine the fate of the Draconis Combine—perhaps of the entire Inner Sphere. Remember, 'MechWarriors, whether you live or die today, you'll be forever remembered for your valor in the battle of Luthien.

- Codename: Killing Fields
- Planet: Luthien
- Terrain: Kado-Guchi Valley
- Time: Day
- Mean Temperature: 39 Celsius
- Mission Pay: 10 million C-Bills plus bounty
- Expected Resistance: 31st Smoke Jaguar Assault
- Your Call-Sign: Assault-3

DESTROY ALL CLAN 'MechS, prevent any from passing your position. The IMPERIAL CITY is just 2 kilometers behind you.

Objectives

- Target: DESTROY ALL CLAN 'MECHS

Friendly and Neutral Units

- Draconis Aerospace Fighters

Enemy Units

- 3 Clan Elementals
- SJ Mad Cat
- 2 SJ Loki
- SJ Ryoken
- SJ Vulture
- 2 SJ Cauldron

Points of Interest

The terrain in this area is mountainous, so you can employ hit-and-run tactics to a limited degree. Stay close to your starting spot. You can allow enemy 'Mechs to get past this spot, but only a few hundred meters.

Tactical Notes

This is just combat, pure and simple. Stay in your general area and fight enemy 'Mechs as they appear, allowing your subordinates to attack before you engage the enemy yourself.

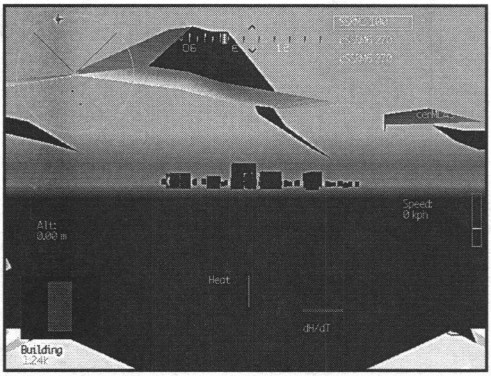


Fig. 7-5. The Imperial City is visible despite the hills that should block the view. Don't fret if you see similar graphics errors. Just fight to the best of your ability.

If you've been saving anything, like Streak SRM ammo, use it all here. This is the ultimate battle. The fate of the Inner Sphere is at stake!

Completing the Mission

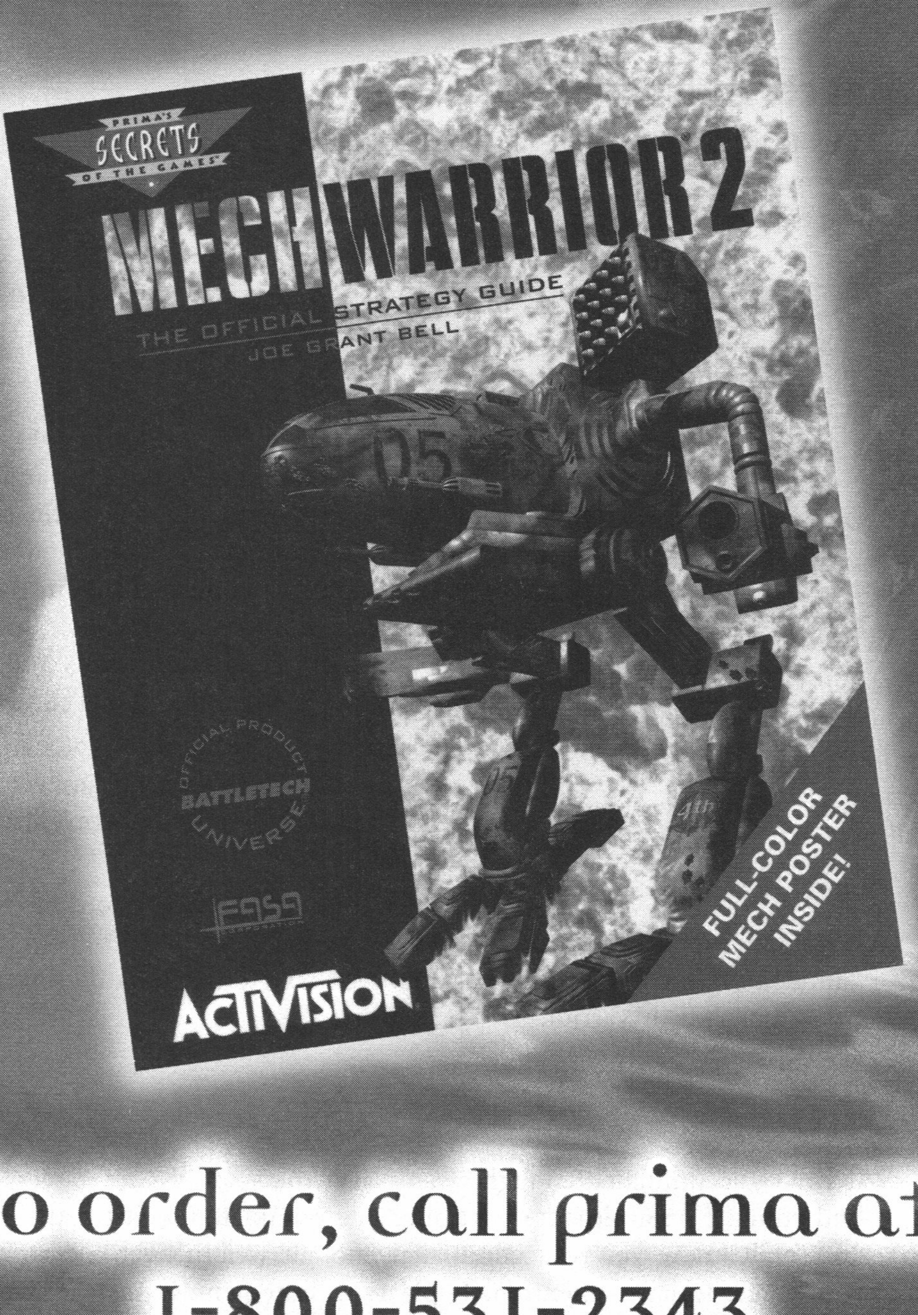
All you've got to do here is fight, and fight well. Use your teammates—heck, throw 'em to the wolves if you have to. Let them engage your enemies first, while you stay in roughly the same position you started the game in. With good luck, great battle skills and good employees, you'll live through this battle.

The Enemy Units box lists your enemies in roughly the order they'll appear. The Elementals lead the charge, so don't spare the Streak SRMs.

Depending on your version of 'MechWarrior 2: Mercenaries, you might get a strange "clipping" effect in mountainous terrain (Fig. 7-5). If so, you'll just have to try to battle through it. Good luck, 'MechWarrior.

The End

If you've accumulated enough wealth over the span of your career, you'll find yourself on a pleasure boat once you complete the last battle. If you do, you'll know you've accumulated enough wealth over the course of your career to have an extremely pleasant retirement. If, instead, you find yourself in a grim scene of poverty, you'll know you've failed to accumulate enough wealth. If you wish to, you can go back to the start of the game and try it again. This time, save some money!



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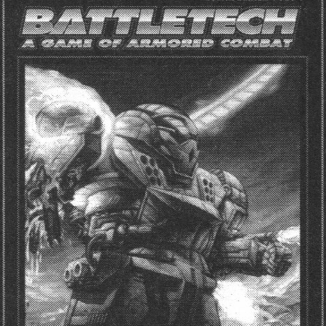
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